DRAGON AGE™
ORIGINS

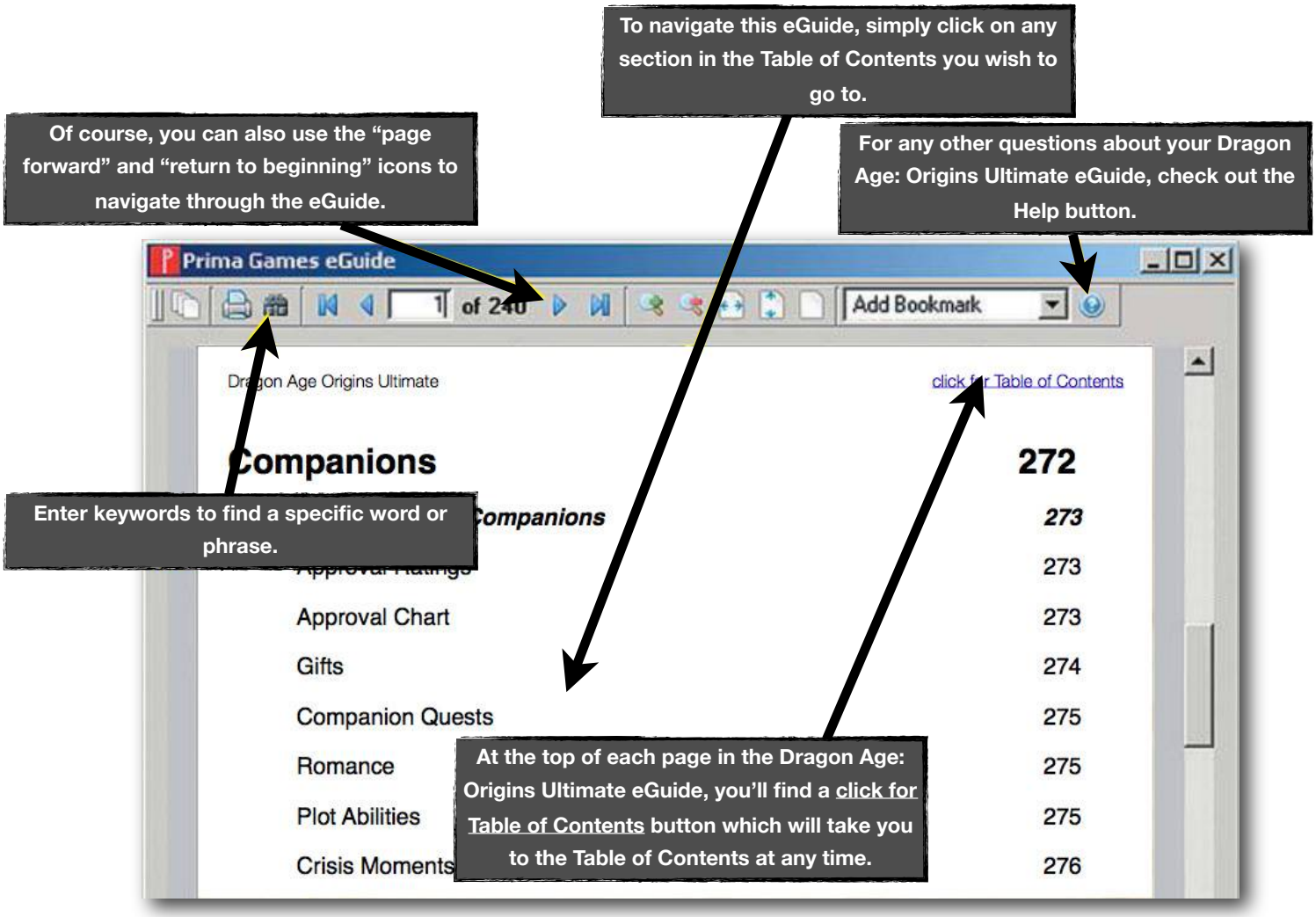
Ultimate Edition



PRIMA GAMES

How to Use This Guide

This Dragon Age: Origins Ultimate eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.



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Dragon Age Origins

Note: Stop! We know you're anxious to dive right into tips and hints on gameplay, but you should really read your Dragon Age: Origins manual first. The manual provides a great introduction to the basics. Come back here when you understand the game controls, user interface, menu options, etc. We won't go anywhere.

Basics

Welcome to the world of Dragon Age: Origins! Our job is to keep you alive and to maximize your playing experience, so with that in mind, we're going to run through the basics in this chapter. Master the essential concepts and ground rules first, then add layers of strategy and tactics to your favorite class and Ferelden will be safe from darkspawn until the last Grey Warden takes his final breath.

Key Terms

Here are some of the key terms that the game and this guide will use while discussing various play styles and tactics. Familiarize yourself with these so you're up on the lingo.

AoE: "Area of Effect." A talent or spell that affects a radius, not just a single target. AoE spells and attacks damage multiple targets at once and can help greatly against large groups of enemies. Keep in mind that you may hit multiple targets, but you also may draw additional threat and possibly nullify existing effects on the targeted enemies.

Armor Stat: Reduces damage done to a character from physical attacks. A weapon's armor penetration score directly counteracts the opponent's armor rating.

Attack Stat: Increases the likelihood of successfully landing physical attacks.

Buff: A talent or spell that delivers a positive effect for a prolonged time.

Camp: To remain in one spot in order to kill a specific NPC or monster, or trigger a certain event.

Cold Resistance: Measures resistance or vulnerability to cold-based attacks against the character. Cold damage is reduced (if green) or increased (if red) by this percentage.

Constitution: Constitution represents health and resilience. Higher constitution directly increases the amount of damage a character can take before falling on the battlefield.

Crit: Short for "critical chance" or "critical strike chance."

Cunning: Cunning determines how well a character learns and reasons. Most skills, such as Herbalism or Combat Tactics, require a quick mind to master—and an observant eye can more

easily find weaknesses in enemy armor. Rogues benefit most from this statistic, as many of their class talents and special attacks rely on subtlety or reading the target, not raw strength.

Damage Stat: The equipped weapon's potential damage against an unarmored opponent, adjusted for the speed of the weapon.

Debuff: A skill or ability that delivers a negative effect for a prolonged time.

Defense Stat: Increases the chance of dodging or parrying physical attacks.

Dexterity: Dexterity is the measure of agility, reflexes, and balance. Higher dexterity improves a character's chances to hit, makes the character more likely to dodge incoming blows, and contributes to the damage dealt by piercing weapons such as bows or crossbows. Archery and dual-weapon fighting styles demand high dexterity to master, making this attribute a favorite for rogues.

DLC: Abbreviation for "downloadable content."

DoT: "Damage over time." Talents or spells that deal initial damage and then additional damage every few seconds for a set amount of time.

DPS: "Damage per second." A stat that factors in the speed and power of a weapon to gauge its average damage every second. DPS is also used as a generic reference to damage and dealing damage.

DPSer: A character whose primary role in the group is to deal damage.

Electrical Resistance: Measures resistance or vulnerability to electricity-based attacks against the character. Electrical damage is reduced (if green) or increased (if red) by this percentage.

Fatigue: Wearing armor causes fatigue, which is a percentage increase of the basic mana or stamina cost to activate a spell or talent.

Follower: A companion who travels with you on your quests. There can only be four people in your party at one time: the main (player) character, and up to three followers. The rest stay back at party camp and level as you level.

Fire Resistance: Measures resistance or vulnerability to fire-based attacks against the character. Fire damage is reduced (if green) or increased (if red) by this percentage.

Health: How much damage a character can sustain without falling in battle. A character whose health is completely depleted may sustain an injury.

Injuries: When one of your party members has fallen in combat, he or she may sustain a serious injury. These injuries cause penalties that can only be cured with an injury kit or certain high-level spells.

Loot: Another term for treasure or rewards.

Magic: In the general sense, it's energies beyond the material world. In a stat sense, magic is the measure of a character's natural affinity for the arcane. This attribute is crucial for mages, because it directly increases a character's spellpower score, which determines the potency of all spells. The magic attribute also determines how effective potions, poultices, and salves are for all classes.

Mana: Magical energy consumed when casting spells.

Mental Resistance: Measures the character's ability to resist mental effects such as a sleep spell.

Mob: A group of enemies.

Nature Resistance: Measures resistance or vulnerability to nature-based attacks against the character (like poisoning). Nature damage is reduced (if green) or increased (if red) by this percentage.

NPC: "Non-player Character." Any character in the game not in your party.

Party: A group of characters who adventure together, limited to four. You can always return to party camp to recruit other followers.

PC: Abbreviation for "Player Character."

Physical Resistance: Measures the character's ability to resist physical effects such as being knocked down.

Pull: To draw an enemy toward you, usually to avoid engaging other enemies as well.

Root: To freeze an enemy in place with a special talent or spell.

Spawn Point: A spot where the game generates a mob.

Spirit Resistance: Measures resistance or vulnerability to spirit-based attacks against the character. Spirit damage is reduced (if green) or increased (if red) by this percentage.

Stamina: Physical energy consumed when using talents or skills.

Strength: Strength measures a character's physical prowess, and directly affects the damage a character deals in physical combat. It also contributes to the accuracy of melee attacks. High strength is essential for warriors, in particular if they wish to wield two-handed weapons, and is nearly as critical for rogues.

Tank: A character who draws threat well and holds a mob's attention. An "off-tank" is a secondary character who holds the attention of the second strongest mob. Warriors generally tank the best, especially due to their "Weapon and Shield" talent tree.

Taunt: To enrage a mob so that it focuses its threat and attention on you.

Threat: Sometimes referred to as "aggro" or "aggression" of a mob. The game ranks threat based on your actions, generally revolving around the amount of damage or healing you do. The more threat you generate, the greater the chance that a monster will attack you.

Willpower: Willpower represents a character's determination and mental fortitude. With high willpower, mages can cast more spells thanks to a deeper mana pool. For warriors and rogues, willpower grants more stamina for combat techniques and special attacks.

Wipe: A term for the death of everyone in the party.

XP: Stands for "experience points." Experience marks your progress as you level up in your class.

Experience and Leveling



Everyone loves to level. The thrill of watching your warrior, mage, or rogue gain levels and earn new skills comes second only to slaying darkspawn in a heroic last stand. Your followers also gain experience (XP) at roughly the same rate that you do. Don't worry about the followers you leave back at camp; they progress at the same rate as the rest of your party. If you leave Morrigan home at level 8, travel around on a few adventures, and return at level 12, she won't still be stuck at level 8. She will most likely be level 12, or close to it.

Each class gains levels at the same rate and gains the same points to spend, although each class will spend those points very differently.

For every level you gain, you gain three attribute points and one talent point. Mages and warriors get one skill point every three levels, while rogues get a skill point every two levels. You gain specialization points at levels 7 and 14. Points are precious, so spend them wisely.

Don't be caught with a level 20 warrior who has only the first couple of abilities in many chains. His or her contribution to the party will be limited and you don't get a second chance at spending these points.

Character Level	XP Required to Gain a Level	Total Current XP
1	2,000	0
2	2,500	4,500
3	3,000	7,500
4	3,500	11,000
5	4,000	15,000
6	4,500	19,500
7	5,000	24,500
8	5,500	30,000
9	6,000	36,000
10	6,500	42,500
11	7,000	49500
12	7,500	57,000
13	8,000	65,000
14	8,500	73,500
15	9,000	82,500
16	9,500	92,000
17	10,000	102,000
18	10,500	112,500
19	11,000	123,500
20	11,500	135,000

Your Health



Obviously, staying alive is your first priority whenever you're out adventuring. Those with high constitution scores will have more health, and thus take a lot more hits before perishing. Warriors generally want high health to stay on their feet, despite being the punching bags for enemies. Rogues may have high health, depending on how much they like to mix it up in combat. Mages usually concentrate on less-physical attributes and may be more fragile in the midst of swinging swords and smashing clubs.

Your best ally against loss of health is a healer. A simple Heal spell can do wonders, and Group Heal keeps everyone up in a fight. Health poultices serve the same purpose. Judge how much damage you've taken and use the appropriate level poultice: lesser if your health is still above 50 percent, regular if your health dips below 50 percent, and greater when you're knocking on death's door.

If you do drop in battle, you won't lose the game unless all your party members fall as well. In a fight where you fall, but your allies manage to win the day, you will climb back to your feet after the battle. Check this character for wounds. A persistent injury penalizes you according to the following chart:

Injury Name	Penalty To
Bleeding	Health Regeneration
Broken Bone	Dexterity
Concussion	Magic
Coughing Blood	Fatigue
Cracked Skull	Cunning
Crushed Arm	Damage
Damaged Eye	Attack
Deafened	Defense
Gaping Wound	Maximum Health
Head Trauma	Willpower
Open Wound	Nature Resistance
Torn Jugular	Constitution
Wrenched Limb	Attack Speed

Races and Classes

During character creation, you will choose a race and class (see the Character Generation chapter for complete details). Not only do race and class give different bonuses to different stats, but they also determine which of the six origin stories you play through at the start of the game. Here are brief descriptions of the three races and three classes.

Races



Human: The most numerous, yet the most divided of all the races. Only four times have they ever united under a single cause, the last being centuries ago. Religion and the Chantry play a large part in human society. It distinguishes them culturally from elves and dwarves more than anything else. Humans can be warriors, rogues, or mages.



Elf: Once enslaved by humans, most elves have all but lost their culture, scrounging an impoverished living in the slums of human cities. Only the nomadic Dalish tribes still cling to their traditions, living by the bow and the rule of their old gods as they roam the ancient forests, welcome nowhere else. Elves can be warriors, rogues, or mages.



Dwarf: Rigidly bound by caste and tradition, the dwarves have been waging a losing war for generations, trying to protect the last stronghold of their once-vast underground empire from the darkspawn. Dwarves are very tough and have a high resistance to all forms of magic, thus preventing them from becoming mages.

Classes



Warrior: Warriors are powerful fighters, focusing on melee and ranged weapons to deal with their foes. They can withstand and deliver a great deal of punishment, and have a strong understanding of tactics and strategy.



Mage: As dangerous as it is potent, magic is a curse for those lacking the will to wield it. Malevolent spirits that wish to enter the world of the living are drawn to mages like beacons, putting the mage and everyone nearby in constant danger. Because of this, mages lead lives of isolation, locked away from the world they threaten.



Rogue: Rogues are skilled adventurers who come from all walks of life. All rogues possess some skill in picking locks and spotting traps, making them valuable assets to any party. Tactically, they are not ideal front-line fighters, but if rogues can circle around behind their target, they can backstab to devastating effect.

Skills, Talents, and Specializations



Besides attributes, your skills, talents or spells, and specializations define who you are and how effective you'll be in combat. Each level you will get more powerful as you add points in these areas. For more specifics on skills, talents, and specializations, see the Classes chapter.

Skills

All three classes share the same skill tree, which includes the following: Coercion, Stealing, Trap-Making, Survival, Herbalism, Poison-Making, Combat Training, and Combat Tactics. Whether you want to focus on persuading others, detecting enemies, crafting health potions, or learning combat tricks, among other things, you gain skill points every three levels (or one every two levels if you're a rogue) to explore the skill tree. Because you will probably be able to fill out only two skills, put some serious thought into which ones you want to master.

Talents and Spells

Talents are specific to warriors and rogues; mages learn spells. They are the bread and butter abilities of your class, and you will rely on them more than anything else in combat. You can't take everything, so choose talents/spells that fit into your play style. For example, a warrior can dual-wield weapons, fight with weapon and shield, rely on a two-handed weapon, or strike at range with bow and arrows. All talents don't complement each other; choose a path and stick with it to unlock the better talents/spells at higher levels.

Talents require stamina to use, while spells cost mana. While stamina and mana do regenerate, leaving certain talents/spells activated will not allow a character to fully regenerate their stamina or mana. This could prevent the character from using other talents/spells when starting a new encounter, so always keep an eye on your stamina/mana levels before and during a battle.

Specializations

You unlock your first specialization at level 7 and your second at level 14. Specialization gives special bonuses to your attributes and opens up a new chain of talents unique to the specialization. They are very powerful abilities in the right situation. Specializations for a warrior include berserker, templar, champion, and reaver. Mage specializations include spirit healer, shapeshifter, arcane warrior, and blood mage. Rogue specializations are ranger, bard, duelist, and assassin.

Items



Gear can be just as important as your abilities. The proper items can vault you from normal soldier to tweaked-out death-dealer. Concentrate on grabbing items that beef up your PC's main stats, and leave the other items to help out your followers' classes. A mage, for example, might want a little extra magic and willpower from an item, but doesn't care about strength.

Combat



Parties work the best when you know the strengths, and limitations, of each class and plan your battle strategies accordingly. Each class falls into one of these general categories: tank (warrior), DPS (rogue, mage, warrior), and healer (mage). As the name implies, a tank's job is to draw fire and take as much damage as possible to protect everyone else. This job is executed right at the front lines of a battle and generally never shifts from that location. Tanks have talents that force enemies to attack them for a short time and high damage potential to keep the threat on them instead of their companions. Warriors make the best tanks.

The second category, DPS (damage per second), is divided into two subcategories: ranged and melee. Ranged DPS characters do lots of damage, and as a result, generate large amounts of threat and will die very quickly when their ranged advantage is lost and there's no tank protection nearby. Ideally a ranged DPS character should stay in the back of a battle and let the tanks and melee DPS protect them. On the other hand, a melee DPS character is usually more durable and can try to let the tanks take the hits while they kill off enemies directly. Rogues make great DPS characters, as do mages focusing on damage and area-effect spells. Though you generally need your warrior to be a tank, a warrior studying the art of two-handed weapons can deal major DPS.

The third category, the healer, is a key support role in any group. Your job as a healer is to keep everyone alive. For a healer to be successful, they need to stay as far away from the enemies as possible and avoid getting hit. A healer that can do this, while keeping his fellow companions healthy, is one of the most effective members of a group. Just watch your mana and always keep lyrium potions available in case you need to gain extra mana for a crucial healing spell. Mages concentrating on Creation magic prove to be strong healers.

Mobs



Mobs are the monsters and people you fight to complete quests and gain experience. There are two types of mobs: normal and ranked. Normal mobs have a white name above their heads. One of your party members is generally more than a match for a normal monster. Ranked creatures have different colored names. Opponents with yellow names are more challenging and aggressive than average. Orange names represent extremely powerful enemies capable of threatening a full party of adventurers by themselves.

Threat



Threat is a score used to determine who an enemy will attack. Simply put, the more threat you generate toward a target, the greater chance it will attack you, and continue to attack you even after others join in. Threat is commonly generated by damage, so the more DPS you deliver, the greater the chance you'll attract attention. Luckily, there are some threat-reduction talents in the game that allow you to shed the threat temporarily (or possibly completely if you don't jump back into the fight).

Tanks are the ones most concerned with threat. They generate the most threat with special talents (sometimes known as "taunts") that automatically attract an enemy's attention and lock it on the tank. It's generally good form to allow your tank to build up threat by leaving him alone for the first few seconds of the combat as he launches a few damaging attacks. If you have an off-tank, he should be ready to grab threat on any target that breaks free of the main tank or any extra monsters that show up unannounced.

Tip: Some specific creatures target casters. Rogues and shrieks are the key monsters with this behavior, and they may beeline for a healer at the start of a fight.

When monsters in Dragon Age: Origins perceive a character, they evaluate a base level of threat. That base level is influenced by the class of armor the character is wearing at the moment of perception. Robes generate extremely low levels of threat, while massive armors generate the most. Outfit your party accordingly. You can control the initial flow of threat by distributing gear based on each companion's role. An off-tank, for example, can avoid catching most of the damage by wearing heavy or medium armor, while the main tank wears massive.

A DPS specialist has a relatively simple task: Don't out-damage the tank so much that you gain threat. It might take some practice in the group, but you'll eventually learn how many talents you can launch, and how frequently, to maximize your damage without surpassing the tank's ability to hold threat. The biggest mistake to avoid as a DPSer is to start attacking too soon in the fight; allow the tank a few seconds to build up threat before you dive in.

Tactics



All characters have tactic slots that can be programmed with automatic behavior based on a certain set of circumstances. You may want to slot an action that says to use a health poultice if your health drops below 50 percent, or an action that dictates you defend the healer whenever they are attacked by an enemy. You can always pause combat and manually choose your characters' action; however, at some point in every fight, your characters will act on their own, and tactics allow them to function effectively based on the skill sets of their fellow party members. For more on tactics, see the "Tactics" section of the Party chapter.

The Map



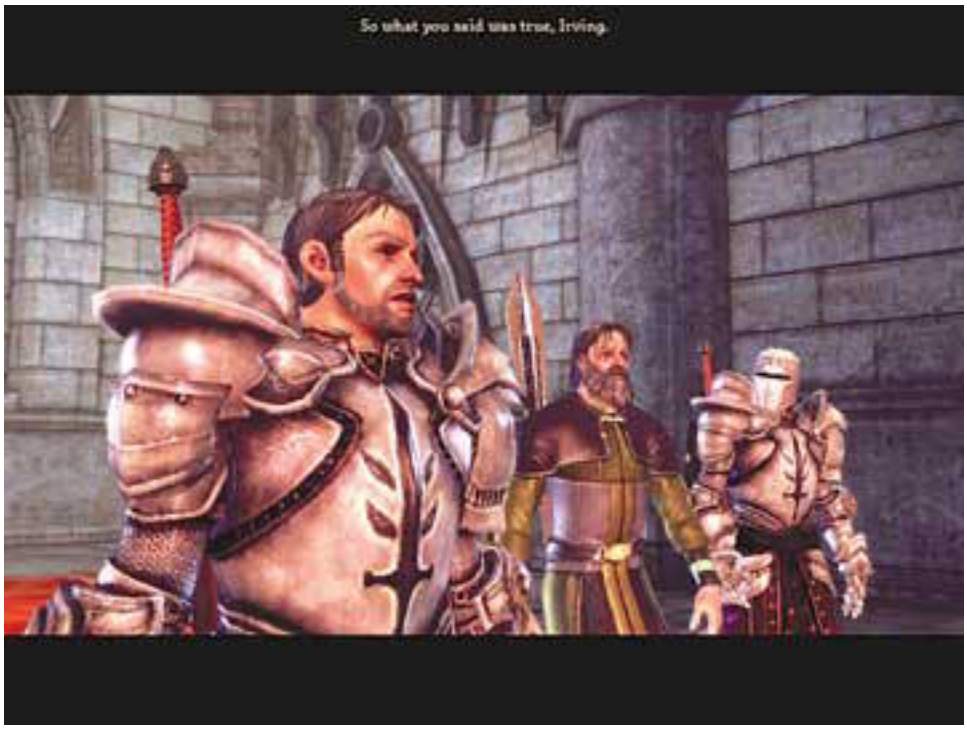
Of course, you can't really get anywhere unless you understand the map. The map will be used for so many things, but the most useful aspect is to view plot helpers. Unless the option is turned off on the Options menu, plot helper arrows display on the map at various key quest points, especially where you have to go for the next leg of your journey. On the map, a yellow dot represents a party member, and a yellow dot with a circle around it represents the PC. A blue dot signifies an ally, and a red dot equals an enemy. Plot givers show up as white exclamation points, and key locations display as white Xs. A vendor or store looks like a house, and map exit points appear as white-rimmed black circles.

The Codex



The codex is the parchment icon on your Journal screen and is the repository of important knowledge uncovered in the game. It falls into 10 categories: creatures, items, magic and religion, culture and history, characters, books and songs, notes, spell combinations, control, and quest-related. As you unlock a codex entry, a scroll appears in the appropriate category and you can read volumes on the various topics. Check it regularly for information, especially if you need a clue to a puzzling mystery on your current quest.

Decisions, Decisions



You may be a warrior who can slice through steel, a mage who melts rock with fiery blasts, or a rogue who slips through deadly traps like an alley cat through trash on a midnight stroll, but all your hack-and-slashing and dungeon finesse means little if you don't pay attention to the storyline. At almost every turn in Dragon Age: Origins, you will be tested with dilemmas that tempt and torture your moral fiber. Will you help a friend escape a terrible predicament placed on him by your respected peers? Can you choose to save one race and damn another? Shall you choose personal renown or ultimate sacrifice? Immerse yourself in the tales of Ferelden and you shall be rewarded.

Now if you're anxious to enter this magical land, it's time to take that crucial first step on the path to glory: character creation.

The Classes

Grey Wardens come from all backgrounds in life, hone many skills, and walk the path of adventure as one of the three classes: warrior, mage, or rogue. As a warrior, you brave the heart of the enemy vanguard with solid steel in hand and sturdy shield to guard your side. You punish foes with great two-handed weapons or a spray of arrow volleys. A mage draws mana from the Fade and bombards enemies with freezing blasts or blistering infernos. Their command of ranged attacks and unparalleled healing powers triumphs on the battlefield. Hiding in the shadows, a rogue slays the unwary from behind and detects dungeon traps with a discerning eye. His thieving hands collect more coin than a covetous merchant. The possibilities are nearly endless no matter which class you choose.

Leveling



Each level you gain three attribute points and one talent point. Attribute points can be spent on raising your core stats, while talent points can purchase new talents (for warriors and rogues) or new spells (for mages). Mages and warriors get one skill point every three levels, while rogues get a skill point every two levels. You gain specialization points at levels 7 and 14. Using this information, spend your points wisely. Don't be caught with a level 20 warrior who has only the first couple of abilities in many chains. His contribution to the party will be limited, and you don't get a second chance at spending these points.

Experience Gain

Level	XP Required to Gain a Level	Total Current XP
1	2,000	0
2	2,500	4,500
3	3,000	7,500
4	3,500	11,000
5	4,000	15,000
6	4,500	19,500
7	5,000	24,500
8	5,500	30,000
9	6,000	36,000
10	6,500	42,500
11	7,000	49,500
12	7,500	57,000
13	8,000	65,000
14	8,500	73,500
15	9,000	82,500
16	9,500	92,000
17	10,000	102,000
18	10,500	112,500
19	11,000	123,500
20	11,500	135,000

Skills



All characters have the same set of skills from which to choose (not to be confused with talents/spells, which are unique for each class). Skills range from Coercion, which influences how well you can change NPCs' points of view, to Combat Tactics, which gives you more options in battles. For the most part, your cunning score and level affect how far you can advance in a skill. Raise your cunning to 16 to access all of Coercion, Stealing, Survival, and Combat Tactics. Gaining level 10 opens up all of Trap-Making, Herbalism, and Poison-Making. Combat Training has no restrictions on it.

When you purchase a skill for the first time, you start at its basic effect, and with each upgrade your ability grows and more options open up. For example, a basic herbalist can create lesser potions, while an improved herbalist can craft normal lyrium and health potions, and so on up the ladder to expert and master Herbalism. With only one skill point available every three levels (or every two if you're a rogue), make your skill choices count. At most you will max out two skills during the game, or you may master one skill and dabble in two others. To aid in choosing the best skill for you, here are some pointers on the various skills.

Note: For a list of all crafting items, ingredients, and recipes, see the "Crafting" section of the Items chapter.

Coercion

You can access more game areas and information, bargain for better rewards or terms, and talk your way out of many difficult situations with this skill. While all classes can intimidate effectively (given a high Coercion skill and some fearsome party memebers), warriors can use their strength score (instead of cunning) to gain a bit of an edge in their intimidations. For the origin stories, you will likely gain the most use out of this skill. When in doubt, put your points into Coercion.

Stealing

You are quick enough to pilfer small items from others, whether friendly or hostile, as long as they aren't too alert. Of course, you may have to pay the price later on. For example, if you steal from the Dalish elves in the Dalish camp, even if you don't get caught in the act, they may hunt you down elsewhere later on and try to make you pay for your crimes.

Trap-Making

Learning how to make traps and lures seems like a good rogue talent, but this can be very useful for mages as well. If you're not all that strong in melee range, use traps and lure to draw in enemies and deal some preliminary damage while you cast a barrage of spells from afar. Even a warrior can throw a trap around once in a while to root extra enemies.

Survival

The more you advance this skill, the better chance you have to detect creatures on your mini-map before they surprise you. This skill can save you from more than a few ambushes. In addition, you get a bonus to nature resistance, which protects against poison attacks of all sorts as well as spells such as Stonefist, Walking Bomb, and Virulent Walking Bomb.

Herbalism

Gain the ability to make your own potions, poultices, and salves with this skill. These are invaluable items, and you'll always want at least five in any difficult fight. In addition, if you plan on concentrating your mage in the Spirit school (healing and such), this can be a nice

complement. Even if your mage is concentrated on dealing damage or shapeshifting, you can use this skill to make up for your lack of healing spells.

Poison-Making

The ability to create poison works best for rogues, or warriors who want a boost to damage. You need at least one point in Poison-Making to use poisons and bombs. If you already have a character crafting health and mana potions, it never hurts to increase your offensive potential as well, even with just one level in this skill.

Combat Training

The more points you spend here, the better your warrior or rogue performs in combat. It's essential for any melee-based character. Warriors and rogues gain access to new weapon talents, stamina regeneration, attack bonuses, and armor upgrades. Mages can take more damage before it interrupts spellcasting.

Combat Tactics

Spending points in this skill gives you more tactics slots for your character. If you make all the decisions yourself, it's not that important; if you allow the characters to act on their own in combat, it's a big deal to get more tactics slots to better customize your combat strategies.

NPC Crafters

Not every skill has to come from you or your party; some NPCs around the world can craft items for you. You might not have the hands of a blacksmith, for example, but if you gather drake scales and speak to the proprietors of Wade's Emporium in the Denerim Market District, they will craft you some superior armor. Look for help wherever you go.

Note: See the Side Quests and Random Encounters chapters for details on side quests that lead to special items.

Choosing Skills

You should choose skills that appeal to your play style, and vary it from character to character. A rogue may enjoy Stealing, while Herbalism is a natural fit for a mage because it benefits from a high magic score. That doesn't mean a rogue shouldn't learn Herbalism or a mage learn Stealing. Always have fun with your choices, and remember that between the four characters in your party, you can play with most, if not all, of the game's skills.

However, some skills influence the game directly more than others. Coercion is the most important. It can give you options in dialogue to avoid fights or open up new areas of play that you might not have received without the art of persuasion. Survival points out enemies on the mini-map, which helps you set up your party for fights and avoid deadly ambushes. Herbalism creates super-useful health poultices and lyrium potions. Unless you want to spend tons of coin on these essential accessories, invest in Herbalism to make your own at a fraction of the

price. Without a doubt, Combat Training is vital to warriors and rogues who want access to top-tier weapon talents.

Warrior Combat Skills

A high-level warrior primarily concerned about combat and dialogue options with eight points to spend on skills might lean toward this configuration:

Combat Training +4

Coercion +3

Survival +1

Mage Healing and Persuasion Skills

A high-level mage primarily concerned about dialogue options and healing and with eight points to spend on skills might lean toward this configuration:

Coercion +4

Herbalism +4

Rogue Combat Skills

A high-level rogue primarily concerned about combat and Poison-Making with ten points to spend on skills might lean toward this configuration:

Combat Training +4

Poison-Making +4

Stealing +1

Coercion +1



The biggest choice of your early career comes next: Do you play a warrior, mage, or rogue? All experiences are rewarding, but each is unique in the origin story you play through, the talents/spells you gain, and your ability to affect combat and influence the storyline. Which type of Grey Warden will you be?

The Warrior



You are sword and shield, retribution and resilience, the cornerstone of a party's defenses. A warrior charges into the heat of battle to engage the enemy first, simultaneously damaging foes while protecting fellow party members from harm. When danger surrounds you, a warrior heeds the call to battle despite cut, gash, or threat of an early grave. Without a warrior, the party cannot survive long against sterner threats.

To deal with darkspawn and other deadly perils, the warrior has access to better weapons and armor than the mage or the rogue. You may be fortunate enough to find these fine weapons and pieces of armor in shops, or you may discover them as loot hidden in dungeon treasure chests; regardless, the warrior has the best selection of combat goods. The warrior uses them well in battle too. Whether in hand-to-hand melee or at longer bow range, the enemy cannot escape the warrior's severe punishment. Swords slice through mail, while arrows plunge into flesh.

As part of their natural training and skill sets, warriors have a strong understanding of battle tactics and strategy. You will have a wide array of talents to deal massive combat damage to single targets and groups of foes. A warrior's talents are broken down by how you plan to use your weapons. If you plan to use gear in both hands, a warrior can pursue Dual Weapons or Weapon and Shield. Alternately, the warrior can concentrate on larger Two-Handed Weapons to savage an opponent, or learn the ways of Archery to harass enemies at range. Some of the warrior's general talents increase health and stamina, reduce armor penalties, draw hostilities away from allies, grant damage bonuses, improve critical hit percentages, and make you the meanest combatant on the battlefield.

Warrior specializations crank up your battle effectiveness. As a berserker, a warrior's rage fuels his strikes, adding damage to the blows at the expense of other qualities such as stamina. A templar, on the other hand, hunts enemy mages and beats them down with mana drains and more damage. A champion inspires those around him with party-influencing abilities. Finally, a reaver revels in the dark side as he sucks life back into himself from the pain of others.



If you like to jump straight into battle and be the first to draw blood, the warrior class is for you. Superb weapons and armor are at your disposal, and melee damage comes as naturally to you as forging to a blacksmith. You will be the toughest party member, and you may have to save those less armored than yourself from time to time, but it's all part of the responsibility of the hero with the biggest muscles.

Strengths and Weaknesses



The strength of a warrior is in his arms and armor. A warrior can deal major damage to adversaries, especially in melee where he can land pounding blows and critical strikes with excellent hand-to-hand weapons. Return blows from enemies will either glance off a warrior's superior armor or the warrior's defenses will limit the extent of the damage. The warrior's natural bonuses aid in the cause too. His +4 strength bonus augments your most important attribute, and a +3 bonus to constitution raises health and makes you that much more difficult to kill.

Advantages

Stat Bonuses to Strength, Dexterity, and Constitution

Top Weapons, Best Armor

Superior Melee Damage

High Survivability

Enhanced Combat Talents and Tactics



The warrior may be a wrecking ball in combat, but he does have limitations. Most importantly, a warrior needs to close on his target to be at his best. Where a mage can hurl spells from the back, or a rogue can hide and surprise with a backstab, most warriors must get close to his enemy at some point to do maximum damage. It's possible to deal some damage with a good ranged weapon, but the majority of warrior talents trigger off hand-to-hand combat. While you close on the enemy, it's likely you'll take some ranged damage and may take heaps of damage from magic attacks, which warriors will be vulnerable to early on. Your armor may reduce damage, but the damage will come, and most warriors do not have healing to regain health.

Stock up on healing potions and stay near your party healer in case your health suddenly drops.

Disadvantages

Limited Healing

Must Close on Enemies to Be Most Effective

Generally Weak Against Magic Attacks

If you like a brash, in-your-face play style and really love to hack and slash monsters, the warrior's advantages far outweigh his disadvantages. Nothing beats a 10-on-1 battle where the warrior walks away with just a scratch and the enemies...well, they just don't walk away at all.

Attributes



Strength increases your damage and affects your accuracy with melee attacks, making it the warrior's number-one attribute. As you might expect, it's reflected in the warrior class bonus with a +4 strength. Many talents will require high strength scores, and more powerful weapons and armor require a higher strength stat. When you level up, you may consider spending two points on strength for every one point you spend somewhere else, especially early in your warrior career to unlock talents quicker (you may even decide to put all three points per level in strength to unlock talents earlier).

Next, a warrior should stock up on constitution. You can always use more health, which constitution directly increases, and constitution also boosts resilience to keep you fighting on the battlefield longer. The warrior's starting bonus of +3 constitution gives you a good jump,

and you should consider throwing points to constitution if you don't have any other attribute you want to improve immediately.

Warrior Attribute Bonuses

+4 Strength

+3 Dexterity

+3 Constitution

Dexterity can do a lot for a warrior. It affects your chance to hit, increases your chance to dodge enemy blows, and augments damage from piercing weapons like arrows and daggers. Archery and dual weapon–specced warriors should load up on dexterity, even forgoing strength early if you need to unlock certain ranged or dual-weapon talents. The warrior's +3 dexterity bonus pushes you to above-average dexterity from the start, and you should continue spending points if you plan on a healthy balance of offense and defense.

Gear bonuses can amplify your attribute's strengths or offset any shortcomings. A ring, for example, that bulks up constitution could provide some extra health without costing any precious attribute points.

At first glance, you might dismiss willpower as a stat for mages. But read the fine print. Willpower increases stamina, so if your warrior loves to perform daring maneuvers that drain a lot of stamina—and who doesn't!—you'll have to throw points to this attribute once in a while. At lower levels, you won't have the extra points to boost willpower, but when you hit the teens, start looking to expand your stamina pool.

Magic shouldn't be a priority at all; however, it does increase the effect of potions and salves, and because most warriors rely on potions to buff health in a fight, magic is not entirely useless.

Cunning can be neglected, unless you plan to use Coercion and wish to persuade many of the NPCs with your tongue. However, because you can also intimidate many of those same NPCs with your strength score, cunning is a luxury stat that you should only bump up once all your main attributes are in great shape.

During character creation, feel free to choose a race based on the corresponding origin story you would like to play through as a warrior. It's much more important to enjoy the origin story for your character than it is to worry about a point here or there in your attributes. However, if maximizing your warrior stats appeals to you, choose a dwarf or human. A dwarven warrior gives you a starting 15 strength, 14 dexterity, and 15 constitution. You can't beat that for your main attributes. For a more well-rounded approach, try the human warrior with 15 strength, 14 dexterity, and 13 constitution (with a couple of points spread to magic and cunning). The elven warrior isn't as solid out of the gates as his natural race bonus applies to willpower and magic, so an elf's main warrior attributes aren't as high.

Warrior Starting Attributes

Attribute	Human	Elf	Dwarf
Strength	15	14	15
Dexterity	14	13	14
Willpower	10	12	10
Magic	11	12	10
Cunning	11	10	10
Constitution	13	13	15

Once you choose your warrior's race, you begin with five extra points to add to your attributes. That's almost two "level ups" worth of attribute growth, so spend it wisely. If you want a powerful and damaging warrior, apply all five points to strength. If you want a more defensive juggernaut, spend three points on constitution and two points on dexterity. In most cases, though, it's probably best to stick with the standard warrior advice—strength first, then constitution—and spend three points on strength and two points on constitution.

Skills



All warriors need to pick up the Combat Training skill as soon as they can. Combat Training opens up the higher tier weapon talents, which you can't live without. Spend your first skill point here to vault up to at least Improved Combat (even better, a Human Noble warrior can spend a point to gain Expert Combat Training). Other skills can be helpful, such as Trap-Making if you want to add a little AoE damage to your repertoire; however, they aren't essential like Combat Training.

Note: Beyond your starting skills, you're likely to obtain 7–9 skill points throughout the game. Pick your two or three favorite skills and stick with them. If you spread your points too thin, you'll end up doing a bunch of things—but not well.

After you finish off your Combat Training, think about Coercion. It's an incredibly useful skill in dialogue; it gives you story options that you won't get access to otherwise. Cunning opens up the Coercion skills, and more cunning will increase your Persuade skill, but in most situations you can use your Intimidate skill in lieu of Persuade. Intimidate works off your strength stat, which fits perfectly with a warrior loading up on strength.

Warrior Skill Recommendations

Assuming you spend 8 skill points by career's end, here's a good spread to consider. Note that many other combinations could work better for you, so experiment!

Combat Training +4

Coercion +3

Survival +1

Survival can be a good skill to have because the more you advance it, the better chance you have to detect creatures on your mini-map before they surprise you. You can save yourself from more than a few ambushes with this skill. Don't forget about the bonus to nature resistance too.

If you aren't directly playing your warrior companions (see the Companions chapter for more details) and want one of them to run around on their own, investing in Combat Tactics for extra tactic slots might be a good investment too. The more tactic slots you open, the more you can shape how your companions behave in battle. Inevitably, even if you plan on controlling your warrior during fights, there will be moments when you don't program your warrior's every move (or something more important is going on) and tactics come into play. One or two points should be good, or max it out if you want the character to go on autopilot.

Talents



Warriors will shine in combat, amid talons scraping at flesh and blood spurting in faces. Like the other classes, the warrior offers more than a single way to play. You can choose the tank role, focusing on defense and holding your team together, or the melee DPS role, concentrating on pounding out as much damage as your two hands can manage. If you want to affect combat from the perimeter, the ranged fighter can be a gem; he may not have the same firepower as a mage, but a warrior archer has many tools and the tough skin to back them up.

You start with one point in different talents, depending on what race you choose. The Dwarf Noble and Human Noble begin with Shield Bash (ideal for tanks). The Dwarf Commoner and City Elf start with Dual-Weapon Sweep (useful in many melee situations, and a great start if you want to wield two weapons). The Dalish Elf begins with Pinning Shot (essential for a ranged warrior going into the Archery talents). In addition, you'll receive one point for every level you gain. Working with this, if you get to level 20 by the end of the game, you'll have 22 total points to spend. It might seem like a lot, but you really have to plan what talent chains you want, because you'll cap only three or four regular chains if you decide to specialize.

Note: It's possible to have six warrior companions in the game: Alistair, Dog, Loghain (after the Landsmeet), Oghren, Sten, and Shale (available from downloadable content). Develop each differently to have access to a wider arsenal.

All warriors should familiarize themselves with the cooldown component of each talent. The worst situation is to have plenty of stamina and no available talents to use. Branch out into different chains to avoid the cooldown problem. For example, if you develop the Weapon and

Shield school primarily for defense, having a talent or two in Two-Handed can help with extra damage and keeping your options open.

Your talents drain stamina from your pool. Watch how much stamina you're using in a fight and act accordingly. If you run short without a healer's Restoration spell to replenish you, it could cost your party a victory. Gauge what you have to do to help the team. There's little sense running off a series of moves that drains three quarters of your stamina on the first opponent when there are three more to go. Save your stamina. You never know when the next fight will start, or how long the current fight will go if you have unexpected ambushers, and you'll be grateful you didn't waste stamina.

Warrior Weapon Sets



Take advantage of your warrior's second set of weapons. Gear your first equipment set for your primary focus, and your secondary set as backup. For example, arm yourself with an excellent two-handed weapon if your focus is in the Two-Handed school, and a crossbow in the second set for a little ranged damage. If you want to broaden your fighting style, pair your main style with one other style. Use a few Archery talents paired with any of the other schools and you have a well-prepared warrior ready for ranged and melee combat. Use Dual Weapons with Weapon and Shield when you want to shift focus from defending and attacking to becoming a whirlwind of attacks. Use Two-Handed with Dual Weapons when you want to go from that whirlwind of attacks to being able to take on giant foes.

Remember, though, as you level up, you'll gain access to specializations, so you'll want to spend points in those talent chains too. Usually by level 20, you'd have enough talent points to max out your Warrior talent school, all but one weapon type talent chain, and all but one in a specialization talent chain. Also remember that the secondary set of weapons (and

accompanying talents for them) are meant to be a backup, so avoid splitting your talent points evenly between both styles or you'll be be decent at both but excel at neither.

Warrior School



You have two choices: one for basic defense and one for basic offense. The chain that starts with Powerful leans toward defense (though both chains give you offensive and defensive options). Powerful adds extra health and reduces fatigue, which means all of your abilities cost less. Even if you don't want to spec in the Warrior school at all, think about spending an extra point in Powerful because it's a great early ability. The sustained ability Threaten is a must for tanks who get into the thick of things and need to keep threat on themselves. Bravery is all-around good, with its bonuses to damage, resistances, and critical hit chance. Death Blow restores stamina for each foe a warrior fells in battle.

The Precise Striking chain centers around increasing your attacking skills. You sacrifice attack speed with Precise Striking, but you gain a bonus to your attack chance and critical hit chance. Taunt works as another excellent threat-magnet for tanks who want to suck in everything around them. It can also work with an off-tank to help them control enemies when they need to play the tank role. Disengage reduces threat and allows the warrior to shed enemies when the pressure gets too great; this is another excellent ability for off-tanks who only want to hold a foe for a little while. Perfect Striking gains you a massive attack bonus for a short time.

Dual Weapon School



For those warriors who prefer dexterity, Dual Weapons gives you more offense without relying on strength. You deal damage with two weapons simultaneously; alas, the drawback is that your defense suffers. The focus of your passive abilities is on your second hand: you want to deal as close to normal damage as possible and score close to the same number of critical hits as your main hand.

You gain a bonus to attack and defense with Dual-Weapon Finesse. Dual-Weapon Expert gives a bonus to critical chance and lets you cause bleeding lacerations on your opponent, inflicting damage over time. You may wield full-sized weapons in your off-hand while reducing the stamina cost of all dual weapon talents with Dual-Weapon Mastery.

Increase your attack damage with Dual Striking in the second chain. Score a two-hit combo with a possibility of stunning your opponent and scoring a critical hit with Riposte. Cripple gives you a chance to score a critical hit and inflict your opponent with penalties to movement speed, attack, and defense. Punisher is a three-hit combo that can score a critical hit, knock an opponent down, and cause penalties to movement and attack speed.

Dual-Weapon Sweep deals significant damage with each sweep. Flurry is a three-hit combo, while Momentum increases your attack speed with every hit. Whirlwind is a flurry of constant attacks: the signature of a Dual Weapon expert.

This talent chain can also be a deadly combination with the Warrior talent school. Draw enemies in and knock them down, stun them, cause damage over time, and inflict penalties to movement speed, attack, and defense. Powerful and Bravery give you bonuses to attack,

defense, and resistances while Death Blow restores stamina with each kill, making you a whirlwind of death...if you don't get hammered by arrows or spells from opponents.

Archery School



Another school for warriors who build up dexterity, Archery gives ample special effects for a ranged combat enthusiast. Melee Archer lets you fire while being attacked (eliminating some of the pain of being an archer). Master Archer gives you bonuses to activated abilities and eliminates the penalty to attack speed when wearing heavy armor. Aim reduces attack speed but gives bonuses to attack, damage, armor penetration, and critical chance. Defensive Fire gives you a boost to defense but slows your attack speed.

In the second chain, Pinning Shot is a necessity because it impales the victim's leg and either pins it in place or slows its movement speed. Crippling Shot deals normal damage to an enemy and gives it penalties to attack and defense, and Critical Shot delivers maximum damage upon impact. The deadly Arrow of Slaying usually scores a critical hit, often dropping weakened enemies.

Rapid Shot increases attack speed, but you lose the ability to score critical hits. Shattering Shot deals normal damage and opens up an enemy's armor. If a warrior finds open armor, its wearer will be in sore shape. Suppressing Fire is like Rapid Shot, but its foes now take penalties to their attack rating. Scattershot stuns a foe and then shatters, dealing damage to other enemies around it.

When you have room to breathe, Pinning Shot and Crippling Shot turn enemies into sitting ducks for mage attacks, deadly rogues, or more of your carefully aimed arrows. Shattering

Shot is excellent against heavily armed foes. Rapid Shot, Suppressing Fire, and Scattershot hack away at the collective hit points of enemy ranks.

Tip: A good combo against a heavily armed foe is Shattering Shot, Crippling Shot, Aim/Rapid Shot, and Arrow of Slaying. Mix in another Shattering Shot if the first armor penalty runs out.

Don't think an archer just scores a hit or two before having to engage an opponent in melee. You can kill a couple enemies in a few hits while pinning others in place and continuing to fire while other attackers swarm you. This turns you into a deadly sniper that enemies need to deal with or suffer the consequences. If the enemy swarms you, switch to Defensive Fire while you have the passive ability Melee Archer. You can fire off arrows while being attacked and still have decent defense.

Weapon and Shield School



Your standard warrior tank usually dips into the Weapon and Shield school a lot. In the offensive chain, Shield Bash deals normal damage and has a chance to knock an enemy down. Shield Pummel is a two-hit combo that can stun an enemy. Overpower is a three-hit shield combo that might deal a critical hit with the third strike. Assault is a four-hit combo that diminishes in power with each strike. Use any of these with Shield Defense, Shield Wall, or Shield Cover to get in some good, solid hits while bolstering your defenses. Use any of these with Threaten or Taunt in the Warrior talent school to pull enemies in and knock them back on their collective back sides.

Shield Wall or Shield Defense used with Taunt or Threaten from the Warrior talent school makes a great combination because you lure enemies in and beef up your defenses while resisting knockdown effects and shrugging off missiles. The Shield Block passive ability

eliminates your enemies' flanking advantage on your shield side, while the Shield Tactics passive ability eliminates your enemies' flanking advantage altogether. This comes in very handy because hordes of enemies swarm your characters in many battles. When they flank you, they score bonuses to attacks and critical hits. Shield Cover and Shield Defense help you shrug off missile attacks. This is very useful, for example, when hurlocks are swarming you while genlock archers are slamming you with arrows.

The many passive abilities in this talent chain give bonuses to the sustained and activated abilities, so they get stronger the more you progress in Weapon and Shield training. Now, if only there were 300 more of these guys in your army at the end of the game...

Two-Handed School



In this talent school, you get to deal massive damage, but you're slower moving and you don't have as much in the way of defense. The Stunning Blows passive ability adds a chance to stun your target each time you strike. Shattering Blows gives you attack bonuses against golems and other heavily armored foes. Destroyer means that every attack you deal has a chance to sunder an opponent's armor. Two-Handed Strength reduces your attack and defense penalty in Powerful Swings.

Indomitable gives you a bonus to attack while making you immune to stun or knockdown effects. If you're in a swarm of larger enemies, use Indomitable to protect against getting stunned or knocked down, but careful with this because it uses a nice chunk of your stamina. The Powerful Swings sustained ability gives you a nice bonus to damage but reduces your attack and defense.

Pommel Strike knocks an opponent to the ground. Critical Strike is a massive hit that scores a critical hit and sometimes kills a foe outright. Sunder Arms targets an enemy's weapon, giving a penalty to attack, while Sunder Armor targets the armor, giving a penalty to armor and dealing normal damage to the unlucky victim. Mighty Blow can deal a critical hit and reduce the opponent's movement, and Two-Handed Sweep hits enemies in a wide arc, dealing normal damage and knocking them down.

Try Sunder Arms, Sunder Armor, normal attack, Mighty Blow, and Critical Strike. For some foes, you might not even need Mighty Blow.

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Warrior School									
Chain 1	Powerful	Strength 10	Through training and hard work, the warrior has gained greater health and reduced the fatigue penalty for wearing armor.	0	0	0	No	0	0
	Threaten	Strength 14, Level 4	The warrior adopts a challenging posture that increases enemy hostility with each melee attack, drawing them away from other allies while this mode is active.	0	35	2	No	15	0

	Bravery	Strength 20, Level 8	The warrior's unwavering courage grants bonuses to damage, physical resistance, and mental resistance, as well as a bonus to critical chance that increases proportionally to the number of enemies above two that the warrior is engaging.	0	0	0	No	0	0
	Death Blow	Strength 25, Level 12	Each time the warrior fells an enemy, the end of the battle seems closer at hand, restoring a portion of the warrior's stamina.	0	0	0	No	0	0
Chain 2	Precise Striking	Dexterity 10	The warrior tries to make each attack count, sacrificing attack speed for a bonus to attack as well as an increased chance to score critical hits for as long as this mode is active.	0	40	5	No	15	0
	Taunt	Strength 14, Level 4	A mocking bellow catches the attention of nearby foes, increasing their hostility toward the warrior. Frightening Appearance increases the effect.	40	0	0	No	20	10

	Disengage	Dexterity 18, Level 8	A relaxed position makes the warrior seem less threatening, reducing the hostility of nearby enemies, who may seek other targets instead.	10	0	0	No	10	10
	Perfect Striking	Strength 22, Level 12	The warrior focuses on precision, gaining a massive attack bonus for a moderate time.	60	0	0	No	30	0
Dual Weapon School									
Chain 1	Dual Striking	Dexterity 12	When in this mode, the character strikes with both weapons simultaneously. Attacks cause more damage, but the character cannot inflict regular critical hits or backstabs.	0	50	5	No	10	0
	Riposte	Dexterity 16	The character strikes at a target once, dealing normal damage, as well as stunning the opponent unless it passes a physical resistance check. The character then strikes with the other weapon, generating a critical hit if the target was stunned.	40	0	0	No	20	0

	Cripple	Dexterity 22	The character strikes low at a target, gaining a momentary attack bonus and hitting critically if the attack connects, while crippling the target with penalties to movement speed, attack, and defense unless it passes a physical resistance check.	35	0	0	No	30	0
	Punisher	Dexterity 28	The character makes three blows against a target, dealing normal damage for the first two strikes and generating a critical hit for the final blow, if it connects. The target may also suffer penalties to attack and defense, or be knocked to the ground.	50	0	0	No	40	0

Chain 2	Dual-Weapon Sweep	Dexterity 12	The character sweeps both weapons in a broad forward arc, striking nearby enemies with one or both weapons and inflicting significantly more damage than normal.	20	0	0	No	15	2
	Flurry	Dexterity 18	The character lashes out with a flurry of three blows, dealing normal combat damage with each hit.	40	0	0	No	20	0
	Momentum	Dexterity 24	The character has learned to carry one attack through to the next, increasing attack speed substantially. This mode consumes stamina quickly, however.	0	60	5	No	30	0
	Whirlwind	Dexterity 30	The character flies into a whirling dance of death, striking out at surrounding enemies with both weapons. Each hit deals normal combat damage.	40	0	0	No	40	2
Chain 3	Dual-Weapon Training	Dexterity 12	The character has become more proficient fighting with two weapons, and now deals closer to normal damage bonus with the off-hand weapon.	0	0	0	No	0	0

	Dual-Weapon Finesse	Dexterity 16	The character is extremely skilled at wielding a weapon in each hand, gaining bonuses to attack and defense.	0	0	0	No	0	0
	Dual-Weapon Expert	Dexterity 26	The character has significant experience with two-weapon fighting, gaining a bonus to critical chance, as well as a possibility with each hit to inflict bleeding lacerations that continue to damage a target for a time.	0	0	0	No	0	0
	Dual-Weapon Mastery	Dexterity 36	Only a chosen few truly master the complicated art of fighting with two weapons. The character is now among that elite company, able to wield full-sized weapons in both hands. Stamina costs for all dual-weapon talents are also reduced.	0	0	0	No	0	0
Archery School									
Chain 1	Melee Archer	Dexterity 12	Experience fighting in tight quarters has taught the archer to fire without interruption, even when being attacked.	0	0	0	No	0	0

Aim	Dexterity 16	The archer carefully places each shot for maximum effect while in this mode. This decreases rate of fire but grants bonuses to attack, damage, armor penetration, and critical chance. Master Archer further increases these bonuses.	0	35	5	No	10	0
Defensive Fire	Dexterity 22	While active, the archer changes stance, receiving a bonus to defense but slowing the rate of fire. With the Master Archer talent, the defense bonus increases.	0	40	5	No	15	0
Master Archer	Dexterity 28	Deadly with both bows and crossbows, master archers receive additional benefits when using Aim, Defensive Fire, Crippling Shot, Critical Shot, Arrow of Slaying, Rapid Shot, and Shattering Shot. This talent also eliminates the penalty to attack speed when wearing heavy armor, although massive armor still carries the penalty.	0	0	0	No	0	0

Chain 2	Pinning Shot	Dexterity 12	A shot to the target's legs disables the foe, pinning the target in place unless it passes a physical resistance check, and slowing movement speed otherwise.	20	0	0	Yes	15	0
	Crippling Shot	Dexterity 16	A carefully aimed shot hampers the target's ability to fight by reducing attack and defense if it hits, although the shot inflicts only normal damage. The Master Archer talent adds an attack bonus while firing the Crippling Shot.	25	0	0	Yes	10	0
	Critical Shot	Dexterity 21	Finding a chink in the target's defenses, the archer fires an arrow that, if aimed correctly, automatically scores a critical hit and gains a bonus to armor penetration. The Master Archer talent increases the armor penetration bonus.	40	0	0	Yes	10	0

	Arrow of Slaying	Dexterity 30	The archer generates an automatic critical hit if this shot finds its target, although high-level targets may be able to ignore the effect. The archer suffers reduced stamina regeneration for a time. Master Archer adds an extra attack bonus.	80	0	0	Yes	60	0
Chain 3	Rapid Shot	Dexterity 12	Speed wins out over power while this mode is active, as the archer fires more rapidly but without any chance of inflicting regular critical hits. Master Archer increases the rate of fire further still.	0	35	5	No	30	0
	Shattering Shot	Dexterity 16	The archer fires a shot designed to open up a weak spot in the target's armor. The shot deals normal damage if it hits and imposes an armor penalty on the target. Master Archer increases the target's armor penalty.	25	0	0	Yes	15	0

	Suppressing Fire	Dexterity 24	When this mode is active, the archer's shots hamper foes. Each arrow deals regular damage and also encumbers the target with a temporary penalty to attack. This penalty can be applied multiple times.	0	60	5	No	10	0
	Scattershot	Dexterity 27	The archer fires a single arrow that automatically hits, stunning the target and dealing normal damage. The arrow then shatters, hitting all nearby enemies with the same effect.	50	0	0	Yes	40	0
Weapons and Shield School									
Chain 1	Shield Bash	Strength 11	The character shield-bashes a target, dealing normal damage as well as knocking the target off its feet unless it passes a physical resistance check. Shield Mastery doubles the strength bonus for this attack.	25	0	0	No	20	0

Shield Pummel	Strength 15	The character follows up an attack with two hits from the shield, dealing normal damage with each attack. If the target fails a physical resistance check, it is stunned. Shield Mastery doubles the character's strength bonus for each strike.	30	0	0	No	20	0
Overpower	Strength 25	The character lashes out with the shield three times. The first two hits inflict normal damage. The last strike is a critical hit if it connects, knocking the target down unless it passes a physical resistance check. Shield Mastery increases the damage.	30	0	0	No	20	0
Assault	Strength 32	The character quickly strikes a target four times, but dealing reduced damage with each hit. If the character has Shield Mastery, the damage from each hit increases.	40	0	0	No	20	0

Chain 2	Shield Block	Dexterity 10	Practice fighting with a shield improves the character's guard. Enemies can no longer flank the character on the shield-carrying side.	0	0	0	No	0	0
	Shield Cover	Dexterity 16	While in this mode, the warrior's shield provides a greater chance of deflecting missile attacks. Shield Mastery increases this bonus further.	0	20	5	No	15	0
	Shield Tactics	Dexterity 20	The character is proficient enough with a shield to defend from all angles, so that attackers no longer benefit from flanking strikes.	0	0	0	No	0	0
	Shield Mastery	Dexterity 26	The character has mastered the use of the shield for both offense and defense, and receives additional benefits when using Shield Bash, Shield Pummel, Assault, Overpower, Shield Defense, Shield Wall, and Shield Cover.	0	0	0	No	0	0

Chain 3	Shield Defense	Strength 11	While this mode is active, the character drops into a defensive stance that favors the shield, gaining a bonus to defense and an increased chance to shrug off missile attacks, but taking a penalty to attack. With Shield Balance, the attack penalty is reduced. With Shield Expertise, the defense bonus increases. With Shield Mastery, the defense bonus increases further.	0	35	5	No	5	0
	Shield Balance	Strength 14	The character has learned to compensate for the weight of a shield in combat and no longer suffers an attack penalty while using Shield Defense.	0	0	0	No	0	0

	Shield Wall	Strength 20	In this mode, the character's shield becomes nearly a fortress, adding a significant bonus to armor and a greater likelihood of shrugging off missile attacks, but at the cost of reduced damage. Shield Expertise makes the character immune to direct knockdown attacks while in this mode, and Shield Mastery gives a bonus to defense.	0	55	5	No	15	0
	Shield Expertise	Strength 26	The character's experience using a shield in combat has made certain abilities more efficient, increasing the defense bonus for Shield Defense and making the character immune to direct knockdown attacks while using Shield Wall.	0	0	0	No	0	0
Two-Handed School									

Chain 1	Mighty Blow	Strength 15	The character puts extra weight and effort behind a single strike, gaining a bonus to attack. If it hits, the blow deals critical damage and imposes a penalty to movement speed unless the target passes a physical resistance check.	40	0	0	No	20	0
	Powerful Swings	Strength 21	While in this mode, the character puts extra muscle behind each swing, gaining a bonus to damage but suffering penalties to attack and defense. Two-Handed Strength reduces the penalties to attack and defense.	0	30	5	No	10	0
	Two-Handed Strength	Strength 28	The character has learned to wield two-handed weapons more effectively, reducing the penalties to attack and defense from Powerful Swings.	0	0	0	No	0	0
	Two-Handed Sweep	Strength 36, Level 10	The character swings a two-handed weapon through enemies in a vicious arc, dealing normal damage to those it hits and knocking them down unless they pass a physical resistance check.	40	0	0	No	20	3

Chain 2	Pommel Strike	Strength 12	Instead of going for the fatal attack an enemy expects, the player strikes out with a weapon's blunt end, knocking the opponent to the ground unless it passes a physical resistance check.	20	0	0	No	10	0
	Indomitable	Strength 20	Through sheer force of will, the character remains in control on the battlefield, gaining a slight increase to attack damage while being immune to stun or knock down effects for the duration of this mode.	0	60	5	No	30	0
	Stunning Blows	Strength 28	The character's fondness for massive two-handed weapons means that each attack offers a chance to stun the opponent due to the sheer weight behind the blow.	0	0	0	No	0	0
	Critical Strike	Strength 34	The character makes a single massive swing at the target, gaining a bonus to attack. If the strike connects, it is an automatic critical hit, possibly killing the opponent outright if its health is low enough.	40	0	0	No	60	0

Chain 3	Sunder Arms	Strength 18	The character attempts to hinder a target's ability to fight back, rather than going directly for a killing blow. Unless the target passes a physical resistance check, it suffers a penalty to attack for a short time.	25	0	0	No	10	0
	Shattering Blows	Strength 23	The character is as adept at destruction as at death and gains a large damage bonus against golems and other constructs.	0	0	0	No	0	0
	Sunder Armor	Strength 28, Level 10	The character aims a destructive blow at the target's armor or natural defenses. The attack deals normal damage, but also damages the armor unless the target passes a physical resistance check.	40	0	0	No	20	0
	Destroyer	Strength 40, Level 14	Few can stand against the savage blows of a destroyer. Every attack sunders the target's armor, reducing its effectiveness for a short time. The effects of multiple blows are not cumulative.	0	0	0	No	0	0
Power of Blood School (downloadable content only)									

Chain 1	Blood Thirst	None	The warrior's own tainted blood spills in sacrifice, increasing movement speed, attack speed, and critical hit chance. For as long as the mode is active, however, the warrior suffers greater damage and continuously diminishing health.	30	30	5	No	5	0
	Blood Fury	None	The warrior sprays tainted blood in order to knock back nearby enemies, which they may resist by passing a physical resistance check. The gush of blood, however, results in a loss of personal health.	30 & 40*	0	0	No	10	5

Specializations



Each class can learn two out of the four possible specializations throughout the course of the game. Your first specialization can be learned at level 7; your second at level 14. Most companions can teach a specialization, though your approval rating must be high enough for the companion to want to teach you. Oghren, for example, can teach the warrior's berserker specialization. Specializations are difficult to achieve, but very rewarding if you gain one. As long as the specific abilities fit with your play style and character breakdown, a specialization is generally worth spending points in over regular talents.

Definitely experiment with specializations. A tank could, for example, specialize in templar to take out spellcasters even if he can't get to them directly. However, here are some suggested play style fits for the four specializations:

Berserker

Primary: DPS (max out damage at the expense of stamina)

Secondary: Knockout punch (use Final Blow to finish off a foe but exhausts you in a long fight)

Champion

Primary: Party buffer (increase attack and defense bonuses for everyone)

Secondary: Enemy control (use Superiority to knock enemy groups off their feet)

Reaver

Primary: AoE DPS (radiate spirit damage and fear)

Secondary: Health resilient (absorb health from nearby corpses)

Templar

Primary: Mage killer (pound enemy mages with abilities)

Secondary: Dispel magic (clean area of spell effects)

Warrior Specializations

Specialization	Talent Name	Prerequisite Level	Description	Cost (mana / stamina)	Upkeep (mana / stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Learned From: Oghren (Companion), Gorim (Denerim Market)									
Berserker	Berserk	7	The stench of blood and death drives the berserker into a willing fury, providing a bonus to damage. Rages incur a penalty to stamina regeneration, however, which Constraint reduces. Resilience adds a bonus to health regeneration in this mode.	0	20	5	No	30	0
	Resilience	8	Rages no longer wear so heavily on the berserker's body. The stamina regeneration penalty applied by Berserk is reduced, and the berserker gains a bonus to nature resistance.	0	0	0	No	0	0
	Constraint	10	The berserker has learned to retain control during rages, reducing Berserk's penalty to stamina regeneration.	0	0	0	No	0	0

	Final Blow	12	All the berserker's stamina goes into a single swing. If the blow connects, the attack inflicts extra damage proportional to the amount of stamina lost.	0	0	0	No	60	0
Learned From: Arl Eamon (at the end of the "Urn of Sacred Ashes" quest line)									
Champion	War Cry	7	The champion lets out a fearsome cry that gives nearby enemies a penalty to attack. With Superiority, nearby enemies are also knocked down unless they pass a physical resistance check.	25	0	0	No	20	10
	Rally	12	The champion's presence inspires nearby allies, giving them bonuses to attack and defense while this mode is active. When coupled with Motivate, the attack bonus increases.	0	50	5	No	30	10
	Motivate	14	The champion inspires allies to attack with renewed vigor. The Rally talent now increases attack, in addition to its defense bonus.	40	30	0	No	0	0

	Superiority	16	The champion is so fearsome that War Cry now knocks nearby opponents off their feet unless they pass a physical resistance check.	60	0	0	No	0	0
Learned From: Kolgrim (Wyrmling Lair)									
Reaver	Devour	7	The reaver revels in death, absorbing the lingering energy of all nearby corpses, each of which partially restores the reaver's own health.	25	0	0	No	30	5
	Frightening Appearance	12	This talent focuses the reaver's unsettling countenance into a weapon, making a target cower in fear unless it passes a mental resistance check. Frightening Appearance also increases the effectiveness of Taunt and Threaten.	25	0	0	No	20	0
	Aura of Pain	14	Radiating an aura of psychic pain, the reaver takes constant spirit damage while this mode is active, as do all enemies nearby.	0	60	5	No	45	4

	Blood Frenzy	16	Driven by pain, the reaver gains larger bonuses to damage whenever health decreases. Because this mode also incurs a penalty to health regeneration, the reaver flirts with death the longer the frenzy persists.	0	60	5	No	60	0
Learned From: Alistair (Companion), Bodahn's Wares (Party Camp)									
Templar	Righteous Strike	7	Templars are enforcers specifically chosen to control mages and slay abominations. Each of the templar's melee hits against an enemy spellcaster drains its mana.	0	0	0	No	0	0
	Cleanse Area	9	The templar purges the area of magic, removing all dispellable effects from those nearby. Friendly fire possible.	40	0	0	No	30	10
	Mental Fortress	12	The templar has learned to focus on duty, gaining a large bonus to mental resistance.	0	0	0	No	0	0

	Holy Smite	15	The templar strikes out with righteous fire, inflicting spirit damage on the target and other nearby enemies. If the target is a spellcaster, it must pass a mental resistance check or else loses mana and takes additional spirit damage proportional to the mana lost. All affected enemies are stunned or knocked back unless they pass physical resistance checks.	75	0	0	Yes	40	5

Gear



Warriors get the cream of the crop when it comes to weapons and armor. With so many choices, you really need to decide what talents you'll be concentrating on to pick the best equipment. You don't, for instance, want an awesome two-handed sword if you're training in Weapon and Shields. Any weapon that grants you strength (or dexterity for warriors in Archery and Dual Weapon) should be considered. Bonuses to damage, attack, and criticals can be great too. If you want more defense, bulk up your armor rating, but it's always a fine line between great armor rating and too much fatigue. Armor doesn't do a lot of good if you can't use any of your talents. You can always look for armor with a bonus to armor rating (no fatigue penalty), or even armor that grants constitution bonus or healing bonus.

There's more warrior gear than you could ever hope to equip in a single play. The general rule of thumb is to wait for loot that serves as an upgrade and snatch it up. If you have extra coin to buy a nice gear upgrade, feel free to spend away, though most of the low-level equipment will be easily replaced by future loot, and the high-level equipment is very expensive (generally bought during the Landsmeet for a run at the archdemon).

With so much good gear, here are some beauties to shoot for based on beginning (1–5), intermediate (6–10), advanced (11–15), and expert levels (16–20):

	Lvl 1-5	Lvl 6-10	Lvl 11-15	Lvl 16-20
Armor	Heavy Chainmail	Dwarven Heavy Armor	Armor of Diligence	Evon the Great's Mail, Wade's Superior Dragonbone Plate Armor
Helm	Commander's Helm	Knight Commander's Helm	Juggernaut Helm	Corruption

Boots	Heavy Chainmail Boots	Effort's Boots	Wade's Dragonbone Plate Boots	Wade's Superior Dragonbone Plate Boots, Juggernaut Plate Boots
Gloves	Heavy Plate Gloves	Gloves of the Legion	Wade's Superior Dragonbone Plate Gloves	Juggernaut Plate Gloves
Shield	Aeducan Shield	Redcliffe Elite Shield	Eamon's Shield	Duncan's Shield
Two Handed	Balanced Greatsword	Asala (Sten only)	The Summer Sword	Chasind Great Maul
One Handed	Borrowed Longsword	Saw Sword	Imperial Edge	King Maric's Blade

Party Responsibilities



Are you the party's tank or a damage-dealer? If you're the tank, your primary responsibility is holding threat and making sure that none of your companions die. That generally means stocking up on defensive talents and gear. If you're melee or ranged DPS, you can concentrate on offense and how much damage you can deal to enemy combatants. All non-tank warriors need to be aware of threat and avoid pulling too much at once. Learn to time your attacks so you don't create too much threat on yourself, yet deal significant damage to the enemy.

If your warrior is the main PC, the other three companions should fill in talents around you for a well-balanced party. If you're building up a companion warrior, look to fill in where the party is lacking. Not dealing enough damage? Crank up the offense. Tank having trouble holding all the enemies? Invest in some off-tank talents, such as Taunt, to grab enemies when needed. In the final party configuration, your PC should play whatever role you have the most fun with while the other three companions add the components necessary to maximize your combat efficiency.

The warrior ranks highest of the three classes in access to weapons and armor. Your talents and gear allow you to defensively tank for the group, deal huge amounts of single-target damage, and chip in with AoE every once and a while. There's no tougher adventurer in the land, so if you want to get right in the face of a raging hurlock or slash through spider ichor, step into the boots of a warrior.

Model Characters

With the game's best weapon talent trees, you can create dozens of warriors who each wield something a little different in combat. Don't feel constrained to play according to the following warrior models to the letter; take bits and pieces that appeal to your play style and add your own spin. However, these are basic models for a tank, melee DPS warrior, or ranged DPS warrior. Each shows you how to choose your talents up to level 20, what talent chains are effective, how specializations fit in, and sample combat strategies for that model.

Tank Model

Level	Talent
0	Shield Bash (Dwarf Noble or Human Noble)
1	Powerful, Shield Defense
2	Shield Balance
3	Shield Wall
4	Threaten
5	Shield Block
6	Shield Cover
7	War Cry (Champion)—First Specialization Available at This Level
8	Bravery
9	Shield Tactics
10	Shield Pummel
11	Overpower
12	Shield Mastery
13	Death Blow
14	Rally (Champion)—Second Specialization Available at This Level
15	Motivate (Champion)
16	Superiority (Champion)
17	Shield Expertise
18	Assault
19	Pinning Shot
20	Crippling Shot



Overview: A tank protects his companions and deals significant damage to boot. He generally concentrates in the Warrior school and the Weapon and Shield school.

Leveling: Choose a Dwarf Noble or Human Noble if you can. They come with the built-in Shield Bash talent, which puts you one talent into the Weapon and Shield school and exactly where you want to be. Sink your initial five points into strength and spend your skill point on Expert Combat Training, both of which satisfy your early talent prerequisites.

At level 1, pick up Powerful and Shield Defense. Level 2 gives you Shield Balance. At level 3, choose Shield Wall. Level 4 is an automatic choice: Threaten. In three levels, you now have the core of your tanking defense ready to go. Shield Defense is a great all-purpose protection stance; Shield Wall defends even better, but at the cost of reduced damage, which may not matter much if you have enough damage-dealers in the party. Shield Balance reduces the penalty to battle with a shield in your off-hand—another crucial talent for a Weapon and Shield warrior. Threaten should stay on in almost any fight to draw most of the threat to you.

Tip: If you want a more offensive-minded tank, simply switch some of the earlier defensive talents, such as Shield Block and Shield Cover, and load up on Shield Pummel, Overpower, and Assault.

When you reach levels 5 and 6, add Shield Block and Shield Cover to the mix. You could go with more offense here, but in this model we're concentrating on building the best defensive juggernaut we can to hold the line for your party. Stick with defense first, offense second. Make sure that you have 16 dexterity at this point to pick up Shield Cover.

You want the champion specialization by level 7 if at all possible. You can gain the champion specialization by completing the "Arl of Redcliffe" and "Urn of Sacred Ashes" quests and

freeing Arl Eamon from his illness. If you can't get it by level 7, add it as soon as you can. The first champion talent, War Cry, hits all nearby enemies with an attack penalty, and it really shines when you gain Superiority at level 16.

At level 8, invest in Bravery. It gives bonuses to damage, physical resistance, mental resistance, and critical chance. In other words, it helps all facets of combat. Continue to add points to dexterity and strength as you level so you're prepared to meet the prerequisites of more advanced talents.

With 20 dexterity at level 9, you can finally gain Shield Tactics. This may be the most important talent a good tank needs, because it prevents enemies from scoring flanking bonuses against your warrior. No matter where your tank stands now, which is usually in the middle of an enemy swarm, it's just like he's facing the enemy head on.

Next switch to offense for two levels. At level 10, pick up Shield Pummel, and at level 11, purchase Overpower. Shield Pummel is a two-hit combo that can stun an opponent; Overpower is a three-hit combo that can knock a target down. Your strength and dexterity scores need to be in the mid-20s to open up your new talents.

Another milestone comes at level 12 with Shield Mastery. The majority of your offensive and defensive abilities gain bonuses with Shield Mastery. At level 13, you cap out the Warrior school when you gain Death Blow. Now, whenever your warrior slays an enemy, stamina gets restored. With enough killing, you can continuously operate your talents.

For levels 14 through 16, study all the rest of your champion talents. Rally and Motivate enhance the entire party's offense and defense, but Superiority is the coup de grace. Now when you trigger War Cry, it has a chance to knock down all enemies around you and give you a great advantage in battle.

At levels 17 and 18, fill out the rest of your Weapon and Shield chains. If you lean toward defense, learn Shield Expertise first; if you lean toward offense, get the four-hit combo Assault (requires 32 strength).

Your final two points could be spent on almost anything. You could pick up Precise Striking and Taunt in the Warrior school to give yourself another method of drawing threat. You could experiment with Two-Handed or Dual Weapon. Instead, we'll add a ranged component with Pinning Shot at level 19 and Crippling Shot at level 20. If you can't reach them on foot, pull out the bow and give them a reason to come to you.

Talent Choices: A tank concentrates on the defensive gems in the Warrior school, such as Powerful, Threaten, and Bravery. Other than that, a tank maxes out the Weapon and Shield school to take advantage of all its defensive components, with a little offense thrown in for good measure. No matter the enemy configuration, your tank should have an answer for it.

Specialization: The champion's War Cry hampers enemy attacks. Rally and Motivate increase offense and defense for your party. Superiority knocks enemies off their feet if they fail a physical resistance check.

Battle Tactics: Meet the enemy head on and intercept any attack on your companions. Unless you have Shield Tactics, you don't want to let yourself get surrounded where you fall prey to flanking bonuses. Instead, choose a tactical location that shields you from some enemy attacks while protecting your party's flanks. Use Threaten or Taunt to pull the threat toward you and away from companions.

Study your situation and choose the correct defense accordingly. For strict defense, go with Shield Wall, which boosts armor and prevents you from getting knocked down (a huge headache for your party if you don't have an off-tank ready to jump in). If you want more offense, go with the standard Shield Defense instead. If you're unsure on how the battle will go, always opt for more defense.

Once your defensive position is secure, think about dealing damage back to the monsters nearest you (or any ones who seem like they want to break free of your grasp). You can use Overpower and Assault to inflict serious harm. Save Shield Bash and Shield Pummel when you want to stun or knock down a target, especially if your health is low or an enemy is on another companion.

Melee DPS Model

Level	Talent
0	Shield Bash (Dwarf or Human Noble)
1	Pommel Strike, Powerful
2	Mighty Blow
3	Indomitable
4	Stunning Blows
5	Powerful Swings
6	Critical Strike
7	Berserk (Berserker)—First Specialization Available at This Level
8	Resilience (Berserker)
9	Two-Handed Strength
10	Constraint (Berserker)
11	Two-Handed Sweep
12	Final Blow (Berserker)
13	Sunder Arms
14	Shattering Blows—Second Specialization Available at This Level
15	Sunder Armor
16	Destroyer
17	Precise Striking
18	Taunt
19	Disengage
20	Perfect Striking



Overview: Concentrate on dealing combat damage as quickly as you can without pulling too much threat.

Leveling: Begin with a Dwarf or Human Noble to start with the Shield Bash talent (always a handy backup). Because most of what a melee DPSer loves to do is deal hand-to-hand damage, you only have to worry about strength. Spend all five of your initial character creation points on strength. Up through level 6, all your attribute points should be spent on strength, and all your skill points should go toward Combat Training. To maximize your DPS role, you need to achieve 34 strength and Master Combat Training by level 6. After that, you can pretty much spend your attribute and skill points freely.

At level 1, select Pommel Strike and Powerful with your first two talent points. Pommel Strike gives you a knockdown attack, and Powerful enhances your health and reduces fatigue; useful defensive abilities, but the offense will come in bunches soon.

At level 2, Mighty Blow begins a run to some major offense by level 6. Mighty Blow gives a bonus to attack and, if the blow connects, scores a critical hit on the target. Indomitable at level 3 serves as a stepping stone talent to reach the better offensive top-tier talents; you may use Indomitable against creatures such as golems who you know will knock you down, but otherwise all your efforts go toward offense and you can leave it off. At level 4, make sure you have 28 strength and Expert Combat Training to select Stunning Blows. It's a passive talent that can make a world of difference: all your blows have a chance to stun the enemy. At level 5, Powerful Swings increases your damage; however, it gives a penalty to attack and defense until you gain Two-Handed Strength at level 9.

If you've maxed out your strength and skills properly, you can pick up Critical Strike at level 6. Critical Strike promises an automatic critical hit and massive damage to a single target. Use it in any one-on-one fight or when you have lots of stamina in a longer fight.

At level 7, dip into the berserker specialization. One way to get this one is to work on the Orzammar quests early in the game; Oghren joins you on the "Paragon of Her Kind" quest and will teach you the specialization if you befriend him. These quests can be tough at lower levels, however, so you can also purchase the specialization from Gorim at the Denerim Market. Berserk increases damage for each of your strokes, though your stamina will suffer a bit. Resilience at the next level helps offset Berserk's stamina penalty, as does Constraint at level 10. Speaking of offsetting penalties, Two-Handed Strength, at level 9, minimizes the penalties from Powerful Swings.

At level 11, Two-Handed Sweep gives you an option against multiple foes. You deal normal damage, but can knock them off their feet. Berserker's Final Blow at level 12 hits an opponent with a massive blow inflicting damage proportional to all of your stamina (which is expended in the process).

For the next four levels, invest in the Sunder chain: Sunder Arms, Shattering Blows, Sunder Armor, and Destroyer (requires 30 strength). If you like, feel free to buy part of this chain earlier for extra damage penetration, but you will lose out on some AoE and suffer penalties while using talents such as Powerful Swings. The chain can dramatically alter a battle against heavily armored foes, or massive foes such as golems.

Your final four levels pick up the offensive Warrior chain: Precise Striking, Taunt, Disengage, and Perfect Striking. Taunt lets you off-tank if necessary, while Disengage is a nice option to reduce threat and shed enemies if the onslaught becomes too much.

Talent Choices: In this version of a DPS warrior, your combat skills revolve around a two-handed weapon that, though slower, generally deals the most DPS of any weapon. Most of your talents maximize damage potential, with a few that give you AoE or stunning capabilities. It's possible to branch out into Archery and Dual Weapon, but you don't want to spread yourself too thin or you won't max out your two-hander's damage.

Specialization: Berserker is a big plus as soon as you can achieve it. The extra damage from the specialization is exactly what you want in a DPS melee class. The stamina penalty can be rough; however, two of your talents minimize the penalty, and the last talent, Final Blow, will win you some battles.

Battle Tactics: Be patient. You can deal a huge amount of damage, which means if you attack too swiftly, you may pull the threat off your tank. You won't be much use to the group with four enemies stomping on your shredded corpse. Wait for the tank to set up, then attack from the flank or rear and cut through enemy after enemy. It's fine to go all out on an enemy and even pull it off the tank so long as it dies almost immediately.

Watch the battle and see where you're most needed. If you have off-tank skills, pick up any stragglers that go for the healer or other non-tank companions. The quicker the enemies drop,

the less damage the party receives, so bounce from weakest enemy to weakest enemy as you help the tank chop away at the numbers. Save your big special effects (stuns, critical strikes, etc.) for bosses or tough enemies that just won't go down with the normal party tactics. If the tank looks to be in trouble, pull out all the stops and dive into the main enemy line.

Ranged DPS Model

Level	Talent
0	Pinning Shot (Dalish Elf)
1	Crippling Shot, Rapid Shot
2	Shattering Shot
3	Critical Shot
4	Suppressing Fire
5	Melee Archer
6	Scattershot
7	Arrow of Slaying—First Specialization Available at This Level
8	Righteous Strike (Templar)
9	Cleanse Area (Templar)
10	Aim
11	Defensive Fire
12	Master Archer
13	Mental Fortress (Templar)
14	Dual Striking—Second Specialization Available at This Level
15	Holy Smite (Templar)
16	Riposte
17	Cripple
18	Punisher
19	Dual-Weapon Training
20	Dual-Weapon Finesse



Overview: Much like an offensive mage, a ranged DPS warrior concentrates weapons and talents on enemies at a distance. He focuses on the Archery school, and may dip into some talents, such as Dual Weapon, when melee becomes imminent.

Tip: Your draw speed with bows is normally slowed down if you wear heavy or massive armor. However, if you take the Master Archer talent, the penalty on heavy armor is removed, thus you can draw at full speed in everything but massive.

Leveling: Begin as a Dalish Elf and you start with the Pinning Shot talent. As you'll be working with a bow and dual weapons, load up on dexterity. Your goal is to have 27 dexterity and Master Combat Training by level 6.

With your first two talent points at level 1, choose Crippling Shot and Rapid Shot. You now can hamper someone's attack and defense with Crippling Shot or reload much faster with Rapid Shot. Shattering Shot at level 2 imposes an even greater penalty to a foe's defense as it reduces armor value.

If you have 21 dexterity and Expert Combat Training at level 3, select Critical Shot. If you hit, Critical Shot inflicts critical damage and a bonus to armor penetration. Follow that up with Suppressing Fire at the next level to further encumber targets with attack penalties.

At level 5, slip in Melee Archer. It's an all-around useful ability: it prevents attacks from interrupting your firing.

You reach your first pinnacle at level 6 with Scattershot. This awesome talent automatically stuns your target and deals normal damage, then splinters off and does the same to all nearby enemies. Use this effectively against enemy spellcasters or large enemy groups to impede flanking attempts.

If you can reach 30 dexterity by level 7, you gain Arrow of Slaying. This scores an automatic critical hit against all but high-level opponents, and it's another offensive threat you can deliver.

At level 8, search out the templar specialization. Ask Alistair if you're friendly, or you can pick up the training manual at the party camp vendor. The first talent, Righteous Strike, lets you drain mana with any successful melee strike against an enemy spellcaster. You may have to get close to use this talent, but it's generally worth it against spellcasters, and it opens the door for the better templar talents later, such as Cleanse Area at the next level. This removes all magic effects on your party, which is great when you have negative debuffs on the group, but watch that you don't strip the good buffs in the process.

The next three levels, 10–12, fill out the rest of the Melee Archer chain: Aim, Defensive Fire, Master Archer. Use Aim for more offense and Defensive Fire when you fear return fire. Master Archer improves almost every Archery talent.

At level 13, Mental Fortress gives you a huge upgrade to your mental resistance. At level 14, you branch into melee combat with Dual Striking. Now that your ranged abilities are maxed out, select Holy Smite at level 15 (which decimates enemy spellcasters by dealing damage and draining mana), then spend the rest of your points beefing up your melee combat.

Riposte at level 16 gives you a stunning attack, which can help tremendously by getting you out of tight melee spot and allowing you to move to a new location and return to your ranged attacks. Level 17's Cripple can also hamper enemy movement while you escape. Level 18's Punisher may knock the enemy down, but it's more about dealing big melee damage when you are absolutely engaged in hand-to-hand fighting.

Because you've devoted a few talents to fighting with two melee weapons, your final two talents help offset the dual-weapon penalties: Dual-Weapon Training and Dual-Weapon Finesse. By this point, you'll destroy them at range, and should they limp into melee range, you're not half-bad nose-to-nose either.

Talent Choices: The Archery school and all its ranged surprises are your bread and butter. Dual Weapons provide some support talents in case an enemy gets close enough to melee.

Specialization: Templar enhances your skill in taking down enemy spellcasters. Righteous Strike can be fantastic once you reach higher levels and can tap into your Dual Weapon talents. Cleanse Area and Mental Fortress bulk up your defensive abilities. Holy Smite gives you another powerful ranged attack that will destroy an enemy spellcaster in a single energy burst.

Battle Tactics: Once the battle begins, stand your ground. Let the tank and other melee DPSers embrace the enemy. You want to nuke them from afar. Unlike a mage who stays in the rear, however, the ranged DPS warrior can enter melee with his better armor, weapons, and Dual Weapon talents at higher levels.

Survey the battlefield and pick your targets wisely. Concentrate fire on the tank's target to bring it down quicker, or look for injured foes that you can drop with an arrow or two. If you see an enemy spellcaster in the enemy's rear, make it your priority. You don't want it getting off damaging spells. Same goes for enemy archers. If your melee companions can't reach them, it's your job to stop them from pelting the team with damage.

On offense, your rotation goes something like this: Aim, Pinning Shot (against moving targets), Critical Shot (against near-dead targets), Arrow of Slaying. On defense, go Defensive Fire, Crippling Shot, Suppressing Fire, and Scattershot (especially against enemy spellcaster or enemies charging at you).

As a ranged DPS warrior, you have much of the offense of a DPS mage, yet you can still wear most of the better armor and use high quality weapons. Keep on the go to avoid enemy melee encounters and let your arrows serve as warnings to any new darkspawn that stumble across the field of arrow-strewn corpses.

The Mage



You are channeler and healer, death-dealer and life-giver, the spellpower behind the party's muscle. A mage stays in the rear, choosing targets carefully and always thinking ahead to the next damage spell or heal. A mage can conjure fire, encase allies in impenetrable force fields, or drain the very life from a victim. Tapping into any of the four magic schools (Primal, Creation, Spirit, Entropy), the DPS mage supplies firepower, especially against large enemy groups, the healer supports benevolent spells that can turn the tide in a close contest, or the hybrid mage balances both offense and defense in one versatile package.

Though the mage doesn't have the same kind of access to weapons and armor as a warrior or rogue (unless the mage specializes in arcane warrior), consider his spell arrays his artillery. The Primal school gives the mage the power of the elements: fire, earth, cold, electricity. By the third spell in any of these chains, the mage can cast devastating AoE attacks that destroy large enemy groups. In the Creation school, healing and buffs take precedent. The power to regenerate health, mana, and stamina fuels your party to greater glory. Your last two schools, Spirit and Entropy, grant mind-bogglingly cool abilities that stretch beyond pure damage or healing. With nearly 70 spells to choose from, no two mages need be the same.



Mage specializations offer the greatest possibilities to transform your class into something outside the normal class boundaries. An arcane warrior trades magic score for strength, ditches staff and robe for weapons and armor usually restricted to warriors, and can enter melee as a hand-to-hand brawler. A blood mage taps into the life force flowing in most creatures' veins, and uses that dark magic to control minds, damage enemies, convert blood to mana, and heal from the pain of others. A shapeshifter can change into a combat-oriented spider, bear, and insect swarm, or master them all for potent alternate fighting forms. Finally, a spirit healer is the ultimate savior, able to heal the entire party at once, cure injuries, and even bring the dead back to life.

If you like to sling spells from tactical positions and play around with the fantastical, the mage class is for you. World-class spells are at your fingertips, and you will rule the battlefield from afar. No other class can touch you when it comes to obliterating hordes of monsters at once. Just remember that if those monsters get up, you'd better have enough mana to knock them back down.

Strengths and Weaknesses



Think of the mage as a cannoneer or a field medic, depending on your play style and spell spec. If you lean toward a DPS mage, your spells can do tremendous damage to single targets (possibly killing them with a single spell) or major damage to a large enemy group. You can even contribute damage over time to opponents with such spells as Fireball and Walking Bomb. If you become a healer, your spells will keep you and your allies alive, even in battles that may seem lost at the start. Either of those skills sets would earn you a place on the team, but you also have crowd control spells (Grease, Earthquake, Cone of Cold, etc.) that keep enemies from swarming the party, and party buffs (the Heroic chain, Spellbloom, etc.) that aid your allies with additional abilities.

Advantages

Stat Bonuses to Magic, Willpower, and Cunning

Great Ranged and AoE Damage

Healing

Crowd Control Spells

Party Buffs



With all those great spells a hand gesture away, mages pay the price with armor and weapons: they can use only robes, cowls, staves, and the less powerful armor and weapons. Mages aren't built for hand-to-hand melee, unless they devote several spells to melee offense/defense or seek out the arcane warrior specialization, and spellcasters can't go toe-to-toe with foes like warriors and rogues can. Even worse, mages' damage spells, especially AoE spells that strike multiple targets, generate significant threat and will pull monsters to you. You need a capable tank to regain the threat or you will find yourself bloodied on the ground.

Disadvantages

Limited Armor and Weapon Choices

Generally Weak in Melee

Damage Spells Can Generate Significant Threat

You may not be the party member who jumps into the thick of melee, but you can be the tactician who stands in the back and surveys the whole battlefield. If you like to blow up lots of things at once, or, on the flip side, choose your targets wisely to pick them off one by one, the mage's spells have you covered. You will have the firepower to bolster your party from competent fighters to veritable forces of nature.

Attributes



Spells are your livelihood as a mage, thus your magic score is essential. Magic directly increases your character's spellpower score, which determines the potency of all spells. The prerequisite for the various schools of magic begins at 18 magic, but goes as high as 36 magic, so put most of your points here to unlock crucial spells. Magic also determines how effective potions, poultices, and salves are for characters; your mage will gain bigger benefits from lyrium potions and health poultices because of your affinity for magic.

Mage Attribute Bonuses

+5 Magic

+4 Willpower

+1 Cunning

Willpower works in conjunction with magic. The more points you throw into willpower, the larger your mana pool and the more spells you can cast. If you have a party member with good Herbalism, you may be able to stock up on lyrium potions to offset a lower willpower score, but you definitely need to spend as many points here as you can afford. If you have a good tank who holds threat well, and you don't get hit much by monsters in melee, sink all your extra points into growing your mana pool.

Tip: Gear bonuses can amplify your attribute's strengths or offset any shortcomings. A ring, for example, that bulks up constitution could provide some extra health without costing any of your precious attribute points.

After magic and willpower, your attributes will go more according to your play style. In general, you may want to add a little constitution. Every mage, even if they don't plan on beating mobs over the head with a staff, needs health and resilience. The more you have, the longer you'll stay in a fight, and if your tank fails to hold a creature's threat and it comes gunning for you, that extra constitution and health bonus will make a difference.

Cunning contributes to learning skills, and it's huge if you take Coercion and want to persuade NPCs. If you don't invest in Coercion, then feel free to spend these points in constitution and dexterity.

Dexterity has limited use for most mages. It can be helpful to dodge incoming blows, and an arcane warrior mage may want some points in dexterity for accuracy while wielding melee weapons. If you do spend points, spend only a few.

Because you shouldn't be engaging foes physically, strength means very little. There's always something better to spend points on, so leave this attribute alone. If you're worried about combat damage, it's probably best to spend the points on constitution instead.

During character creation, feel free to choose a race based on overall story possibilities. It's much more important to enjoy the origin story for your character than it is to worry about a point here or there in your attributes. However, if maximizing your mage stats appeals to you, choose an elf. An elven mage gives you a starting 17 magic and 16 willpower. A human mage offers one fewer point in magic and two fewer points in willpower. Most of your points are socked away in magic and willpower, so later in your character's evolution you'll need to spread out the points to other attributes. Dwarves cannot be mages; if you want to play a dwarf, you won't be casting spells.

Mage Starting Attributes

Attribute	Human	Elf
Strength	11	10
Dexterity	11	10
Willpower	14	16
Magic	16	17
Cunning	12	11
Constitution	10	10

Once you choose your mage's race, you begin with five extra points to add to your attributes. That's almost two "level ups" worth of attribute growth, so spend it wisely. Most builds require you to spend all, or most, of your points in magic out of the gate. It's important to unlock spells early, and because magic is the main prerequisite for spells, you must reach the 25–30 magic range to gain the better spells. If you don't care about reaching the upper echelon spells soon, then think about a 3/2 split between magic and willpower, or a 2/2/1 split among magic, willpower, and constitution.

Skills



Mages are natural herbalists, so it's fitting that you begin with a skill point in Herbalism (and also one point in Combat Tactics). They stockpile magic attribute points for spell effectiveness, and items produced by Herbalism rely on magic for effectiveness. It's a perfect union. At least one party member must be skilled in Herbalism per party. Otherwise, you lose out on essential healing and mana potions, and won't have the same staying power in fights as a fully stocked party. Unless one of your companions (say, Wynne) supports Herbalism, you should strongly consider it as your top skill.

Note: Beyond your starting skills, you're likely to obtain 7–9 skill points throughout the game. Pick your two or three favorite skills and stick with them. If you spread your points too thin, you'll end up doing a bunch of things—but not well.

Because mages gravitate toward magic, Herbalism ranks high, but Coercion is usually the best skill to take. As with any other class, Coercion grants you access to story possibilities that aren't available through brute force. Spend all your skill points here first if you don't plan on becoming a herbalist.

The more points you spend in Combat Training, the more damage you can take before the damage interrupts your spellcasting. If you're a mage who expects to get hit often in combat, or you don't want to blow a key spell because of mob interference, then stock up on Combat Training. Two points is enough to withstand disruption from all but the most damaging attacks.

Mage Skill Recommendations

Assuming you spend 8 skill points by career's end, here's a good spread to consider. Note that many other combinations could work better for you, so experiment!

Herbalism +4

Coercion +4

Survival can be a good skill to have because the more you advance it, the better chance you have to detect creatures on your mini-map before they surprise you. You can save yourself from more than a few ambushes with this skill. Don't forget about the bonus to nature resistance too.

For companion mages, who you might not always control directly, consider spending skill points in Combat Tactics. The more tactic slots you open, the more you can shape how your companion behaves in battle. Inevitably, even if you plan on controlling your mage during fights, there will be moments when you don't program your mage's every move (or something more important is going on) and tactics come into play. One or two points should be good, or max it out if you want the character to go on autopilot.

None of the other skills really fit the mage profile, except perhaps Trap-Making. At first it seems solely a rogue skill, but if your mage isn't strong in ranged damage (a healer, for example), you may want Trap-Making to use traps to lure enemies in. Traps deal decent damage up front while you cast a spell barrage from afar.

Spells



Mages have access to a vast arsenal of spells, many more than you could attain in the course of the game. Rather than focusing on one school, pick the type of mage you'd like to be (DPS, healer, or blend) then round out your mage with a selection of spells that could deal with an array of situations. For example, you'll want a few spells for AoE, direct attacks on single

targets, buffs, etc. Notice how the stronger spells are at the end of individual chains. With that in mind, develop individual chains rather than focusing on an entire school.

You start with one point in the Mage spell school and two more points to spend wherever you like. In addition, you receive one point for every level you gain, and you gain one talent bonus point when you survive the Joining and a second bonus point at the end of the Landsmeet when you become commander of your army. Working with this, if you get to level 20 by the end of the game, you'll have 24 total points to spend. It might seem like a lot, but you really have to plan what spell chains you want, because you'll cap only three or four regular chains if you decide to specialize.

Note: It's possible to have three mages in the game: Wynne, Morrigan, and you. Develop each differently to have access to a wider arsenal of magic.

All mages need to familiarize themselves with the cooldown component of each spell. The worst situation is to have plenty of mana and no available spells to cast. Branch out into different spells to avoid the cooldown problem. Yes, you may love to cast Lightning on a target, but you need a follow-up damage spell or two to use while Lightning reloads. You also want to branch out into different chains so that your spell rotation cycles through separate damage types. For example, if you develop the Fire chain as your sole damage source and run into rage demons, who are resistant to fire, you won't do too well. But if you have Winter's Grasp or Cone of Cold in your arsenal, you can contribute massive damage.

Even DPS mages should carry a Heal spell. It's always a luxury to have a mage who can serve the same function as a health poultice, only on a continuous basis with sometimes greater effect. In the same regard, don't under-value your defensive spells. Your main priority may be to deal damage as a DPS mage, but at some point you will need to protect yourself. Spells such as Arcane Shield and Force Field minimize damage that would otherwise kill you in an encounter.

Your spells draw mana from your pool. Watch how much mana you're using in a fight and cast accordingly. If you run short without ample lyrium potions to replenish, you could cost your party a victory. Gauge what you have to do to help the team. There's no sense casting a huge Chain Lightning spell on a group of enemies that go down with one or two swings, just as you may want to hold back on that Petrify spell if the tank has the situation under control. Save your mana. You never know when the next fight will start, and you'll be grateful you didn't waste mana.

Spell Combos

Earthquake + Grease + Fireball + Walking Bomb should stymie most groups before they can do too much harm to your party.

A fire spell on Grease works great at lower levels or when you don't have all kinds of time.

Glyph of Paralysis + Glyph of Repulsion causes an explosive effect that paralyzes those nearby.

Blizzard + Inferno + Tempest becomes Storm of the Century (spectacular electrical storm).

Cast Blizzard on a burning Grease slick to extinguish it.

Send a tank to draw all kinds of threat from a mob away from the party. Cast Force Field on the tank for immunity from all damage and then follow with Inferno to engulf the entire area. The enemies burn while fighting a tank that can't die.

Drain Life and Mana Drain are twice as effective on a target with a Vulnerability Hex.

Cast Spell Might on yourself and then cast Animate Dead on a skeleton. This skeleton is much more powerful than the ordinary skeletons you can animate.

Cast Sleep on a target and then cast Horror on it. This inflicts massive spirit damage on the target, often killing many lesser foes outright. Those who survive emerge in a state of fear.

Immobilize a target with Cone of Cold or Petrify. When the target is in that vulnerable state, a critical hit from any weapon, a hit from the Stonefist spell, or the effects of the Crushing Prison spell will shatter it. (Bosses and lieutenants are highly resistant to this.)

Cast a Death Hex on a target and then cast a Death Cloud in its area. If the target is touched by the Death Cloud, it sustains massive spirit damage.

Caution: Friendly fire is very possible. Many spells have an area of effect much larger than just one target. The higher the spell in the chain, the more damage your party members can take if they're caught in the affected area, so be careful.

Mage School



Arcane Bolt is a basic all-around damage spell with a long range, decent damage, and minor cost. Arcane Shield is a sustained ability that helps divert attacks and bolsters your mage's defense. Staff Focus increases the power of your basic staff attack, and Arcane Mastery grants a permanent bonus to spellpower, augmenting all your spells. Almost any mage build wants Arcane Mastery as soon as it becomes available at level 10. On the attack, cast your powerful spells, then follow them up with Arcane Bolt. When you're being swarmed, use your Arcane Shield, then let your other characters take the threat while you move back and come at your enemies with another wave of spells.

Primal School



Your main offensive spells find their home in the Primal school. Mostly focused on activated abilities, both in direct attacks and AoE attacks, Primal taps fire, earth, cold, and electricity for your staple damage attacks. The first spell in each chain gives you a decent damage spell (except for the Earth chain, which gives you Stonefist second), and the third spell grants you a powerful AoE blast. Monsters will be affected differently based on their resistances and vulnerabilities, and each chain has its own special effects: fire causes damage over time; earth gives you defense and one-shot kill with Petrify; cold hampers enemy movement; electricity forks to adjacent targets.

Creation School



Your primary school as a healer, Creation focuses on restoring health, replenishing mana, enhancing the party, and warding an area with glyphs. The healing chain is the most important; you'll want Heal right out of the gate and Regeneration as soon as you can reach the 23 magic prerequisite. The Spell Wisp chain can work for any mage as well: Spell Wisp increases spellpower, Grease traps enemies in a flammable AoE, Spellbloom regenerates mana, and Stinging Swarm is like an AoE damage spell as it bounces from target to target, except it doesn't create tons of threat focused on a single creature each time. The Heroic chain is for mages who want to buff the party, sacrificing offense for utility. The Glyph chain gives the mage some crowd control with paralysis, warding, repulsion, and neutralization effects.

Spirit School



Two of the chains can be unexpected powerhouses if used well. The Walking Bomb chain poisons a single target, or explodes a host of similar monsters with Virulent Walking Bomb, plus the chain provides mana regeneration and additional melee support through Animate Dead. The Mind Blast chain splits between great defensive and great offensive abilities. Mind Blast stuns all nearby enemies (great for when the mage gets swarmed), Force Field nullifies all damage to a target for a short time (the ultimate threat negation), Telekinetic Weapons beefs up armor penetration for your whole squad, and Crushing Prison completely shuts down a target, rooting the enemy in place and causing enough damage to kill weaker targets. The Spell Shield chain is a must for defensive mages, especially Dispel Magic to remove devastating hexes and Anti-Magic Ward to cancel enemy spellcasting on one of your allies. Finally, the Mana chain centers around disrupting enemy spellcasters' mana, and replenishing your own in the process. If your party doesn't have a templar, think about spending a few points in this chain's abilities.

Entropy School



The Entropy chains slide into the dark side of magic. The Drain/Death chain may be the most useful; the first two abilities net you health, while Curse of Mortality is lethal against healing mobs and Death Cloud is lethal to everything. The Weakness chain strips offense, defense, and movement from enemies, or it outright paralyzes them. The upgrades (Miasma and Mass Paralysis) do it even better, affecting whole groups. The Fear chain begins with Disorient, which inflicts combat penalties, works toward Horror, which causes the targets to cower in fear, and then knocks out enemies with Sleep. Combo Sleep with Waking Nightmare and hostile targets become randomly stunned, attack other enemies, or become the caster's ally for the duration of the spell. The last chain of hexes grants four different effects: vulnerability to resistances, AoE resistance penalties, inaccuracy, and bad luck (all normal hits become critical strikes).

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Mage School									
Chain 1	Arcane Bolt	None	The caster fires a sphere of magical energy at an enemy, dealing moderate spirit damage.	15	0	0	Yes	6	0
	Arcane Shield	Level 3	The caster generates protective sheath that helps divert incoming attacks, gaining a bonus to defense while this mode is active.	0	30	5	No	10	0
	Staff Focus	Level 7	The character has specialized in direct attacks using a mage staff, gaining a permanent bonus to damage from basic attacks.	0	0	0	No	0	0
	Arcane Mastery	Level 10	The mage has gained a keen familiarity with the arcane arts, granting a permanent bonus to spellpower.	0	0	0	No	0	0
Primal School									
Chain 1	Flame Blast	None	The caster's hands erupt with a cone of flame, inflicting fire damage on all targets in the area for a short time. Friendly fire possible.	20	0	0	Yes	10	35

	Flaming Weapons	Magic 18	While this spell is active, the caster enchants the party's melee weapons with flame so that they deal additional fire damage with each successful attack.	0	50	5	Yes	10	0
	Fireball	Magic 27	The caster's hands erupt with an explosive ball of flame, inflicting lingering fire damage on all targets in the area as well as knocking them off their feet unless they pass a physical resistance check. Friendly fire possible.	40	0	0	Yes	10	7
	Inferno	Magic 34	The caster summons a huge column of swirling flame. All targets in the area take constant fire damage as they burn. Friendly fire possible.	70	0	0	Yes	60	10
Chain 2	Lightning	Magic 18	The caster fires a bolt of lightning at a target, dealing electricity damage. Friendly fire possible.	20	0	0	Yes	10	0
	Shock	None	The caster's hands erupt with a cone of lightning, damaging all targets in the area. Friendly fire possible.	40	0	0	Yes	15	35

	Tempest	Magic 28	The caster unleashes a fierce lightning storm that deals constant electricity damage to anyone in the targeted area. Friendly fire possible.	50	0	0	Yes	40	10
	Chain Lightning	Magic 33	The caster's hands erupt with a bolt of lightning that inflicts electricity damage on a target, then forks, sending smaller bolts jumping to those nearby, which fork again. Each fork does less damage than the previous. Friendly fire possible.	60	0	0	Yes	60	0
Chain 3	Rock Armor	None	The caster's skin becomes as hard as stone, granting a bonus to armor for as long as this mode is active.	0	40	5	No	10	0
	Stonefist	Magic 18	The caster hurls a stone projectile that knocks down the target and inflicts nature damage, possibly shattering those that have been petrified or frozen solid. Friendly fire possible.	30	0	0	Yes	15	0

	Earthquake	Magic 25	The caster disrupts the earth, causing a violent quake that knocks everyone in the targeted area to the ground unless they pass a physical resistance check every few seconds. Friendly fire possible.	40	0	0	Yes	40	10
	Petrify	Magic 30	The caster draws from knowledge of the elements to turn the target into stone unless it passes a physical resistance check. While petrified, the target is immobile and vulnerable to shattering from a critical hit. Creatures already made of stone are immune.	40	0	0	Yes	40	0
Chain 4	Winter's Grasp	None	The caster envelops the target in frost, freezing lower-level targets solid. Those that resist suffer a penalty to movement speed.	20	0	0	Yes	8	0
	Frost Weapons	Magic 18	While this mode is active, the caster enchants the party's weapons with frost so that they deal additional cold damage with each melee attack.	0	50	5	Yes	10	0

	Cone of Cold	Magic 25	The caster's hands erupt with a cone of frost, freezing targets solid unless they pass a physical resistance check, and slowing their movement otherwise. Targets frozen solid by Cone of Cold can be shattered with a critical hit. Friendly fire possible.	40	0	0	Yes	10	35
	Blizzard	Magic 34	An ice storm deals continuous cold damage to everyone in the targeted area and slows their movement speed while granting bonuses to defense and fire resistance. Targets can fall or be frozen solid unless they pass a physical resistance check. Friendly fire possible.	70	0	0	Yes	60	10
Creation School									

Chain 1	Glyph of Paralysis	None	The caster inscribes a glyph on the ground that paralyzes the first enemy who crosses its bounds, unless the opponent passes a physical resistance check. A single caster can maintain a limited number of Glyphs of Paralysis at once.	25	0	0	Yes	40	2.5
	Glyph of Warding	Magic 18	The caster inscribes a glyph on the ground that bestows nearby allies with bonuses to defense and mental resistance as well as a bonus against missile attacks.	40	0	0	Yes	30	2.5
	Glyph of Repulsion	Magic 25	The caster inscribes a glyph on the ground that knocks back enemies unless they pass a physical resistance check.	35	0	0	Yes	30	2.5
	Glyph of Neutralization	Magic 33	The caster inscribes a glyph on the ground that neutralizes all magic, dispels all effects, drains all mana, and prevents spellcasting or mana regeneration within its bounds.	60	0	0	Yes	60	2.5

Chain 2	Heal	None	The caster causes flesh to knit miraculously, instantly healing an ally by a moderate amount.	20	0	0	Yes	5	0
	Rejuvenate	Magic 18	The caster channels regenerative energy to the selected ally, granting them a short term boost to mana or stamina regeneration.	25	0	0	Yes	45	0
	Regeneration	Magic 23	The caster infuses an ally with beneficial energy, greatly accelerating health regeneration for a short time.	25	0	0	Yes	5	0
	Mass Rejuvenation	Magic 28	The caster channels a stream of rejuvenating energy to all members of the party, significantly increasing mana and stamina regeneration for a short duration.	45	0	0	No	90	0
Chain 3	Heroic Offense	None	The caster enhances an ally's aptitude in battle, granting a bonus to attack.	20	0	0	Yes	5	0
	Heroic Aura	Magic 15	The caster sheathes an ally in an aura that completely shrugs off most missile attacks for a moderate duration.	30	0	0	Yes	5	0

	Heroic Defense	Magic 20	The caster shields an ally with magic, granting bonuses to defense, cold resistance, electricity resistance, fire resistance, nature resistance, and spirit resistance, although at a penalty to fatigue, meaning that the ally's talents or spells will cost more to activate.	40	0	0	Yes	10	0
	Haste	Magic 30	While this mode is active, the caster imbues the party with speed, allowing them to move and attack significantly faster, although the spell also imposes a small penalty to attack and drains mana rapidly while in combat.	0	60	10	Yes	30	0
Chain 4	Spell Wisp	None	The caster summons a wisp that grants a small bonus to spellpower for as long as this mode is active.	0	30	5	No	5	0

	Grease	Magic 20	The caster summons a grease slick that slows anyone who walks on it, as well as causing them to slip unless they pass a physical resistance check. If the grease is set on fire, it burns intensely for a time. Friendly fire possible.	25	0	0	Yes	20	7.5
	Spellbloom	Magic 23	The caster creates an energizing bloom of magic that grants anyone nearby, friend or foe, a bonus to mana regeneration.	25	0	0	Yes	30	10
	Stinging Swarm	Magic 33	A swarm of biting insects descend on the target, dealing a large amount of damage over a short time. If the targeted creature dies before the swarm dissipates, the insects will jump to another nearby enemy.	50	0	0	Yes	30	0
Spirit School									
Chain 1	Mana Drain	None	The caster creates a parasitic bond with a spellcasting target, absorbing a small amount of mana from it.	0	0	0	Yes	10	0

	Mana Cleanse	Magic 18	The caster sacrifices personal mana to nullify the mana of enemies in the area.	40	0	0	Yes	20	10
	Spell Might	Magic 25	While in this mode, the caster overflows with magical energy, making spells more powerful, but expending mana rapidly and suffering a penalty to mana regeneration.	0	60	5	No	10	0
	Mana Clash	Magic 33	The caster expels a large amount of mana in direct opposition to enemy spellcasters, who are completely drained of mana and suffer spirit damage proportional to the amount of mana they lost.	50	0	0	Yes	40	10
Chain 2	Mind Blast	None	The caster projects a wave of telekinetic force that stuns enemies caught in the sphere.	20	0	0	No	30	5
	Force Field	Magic 18	The caster erects a telekinetic barrier around a target, who becomes completely immune to damage for the duration of the spell but cannot move. Friendly fire possible.	40	0	0	Yes	30	0

	Telekinetic Weapons	Magic 23	While this mode is active, the caster enchants the party's melee weapons with telekinetic energy that increases armor penetration. The bonus to armor penetration is based on the caster's spellpower and provides greater damage against heavily armored foes.	0	50	5	Yes	5	0
	Crushing Prison	Magic 30	The caster encloses a target in a collapsing cage of telekinetic force, inflicting spirit damage for the duration and possibly shattering those that have been petrified or frozen solid.	60	0	0	Yes	60	0
Chain 3	Spell Shield	None	While this ability is active, any hostile spell targeted at the caster has a 75% chance of being absorbed into the Fade, draining mana instead. Once all mana has been depleted, the shield collapses.	0	45	5	No	10	0

	Dispel Magic	Magic 18	The caster removes all dispellable effects from the target. Friendly fire possible.	25	0	0	Yes	2	0
	Anti-Magic Ward	Magic 25	The caster wards an ally against all spells and spell effects, beneficial or hostile, for a short time.	40	0	0	Yes	30	0
	Anti-Magic Burst	Magic 33	This burst of energy eliminates all dispellable magical effects in the area. Friendly fire possible.	40	0	0	Yes	30	7
Chain 4	Walking Bomb	None	The caster magically injects a target with corrosive poison that inflicts continual nature damage. If the target dies while the effect is still active, it explodes, damaging all targets nearby. Although this spell is related to Virulent Walking Bomb, the magic behind the two does not interact; a target cannot be infected with both. Friendly fire possible.	30	0	0	Yes	20	0

Death Syphon	Magic 20	While this mode is active, the caster draws in nearby entropic energy, draining residual power from any dead enemy nearby to restore the caster's mana.	0	45	5	No	10	5
Virulent Walking Bomb	Magic 25	The caster magically injects a target with corrosive poison that inflicts continual nature damage. If the target dies while the effect is still active, it explodes, damaging nearby targets and possibly infecting them in turn. Although this spell is related to Walking Bomb, the magic behind the two does not interact; a target cannot be infected with both. Friendly fire possible.	40	0	0	Yes	40	0

	Animate Dead	Magic 33	The caster summons a skeleton minion from the corpse of a fallen enemy to fight alongside the party for a short time, although, as a puppet of the caster, it will not use any talents or spells without specific instruction.	0	80	10	No	60	0
Entropy School									
Chain 1	Disorient	None	The caster engages in subtle mental manipulation that disorients the target for a short time, making the target a less effective combatant by inflicting penalties to attack and defense.	20	0	0	Yes	10	0
	Horror	Magic 18	The caster forces a target to cower in fear, unable to move, unless it passes a mental resistance check. Targets already asleep when the spell is cast cannot resist its effect and take massive spirit damage.	40	0	0	Yes	20	0

	Sleep	Magic 30	All hostile targets in the targeted area fall asleep unless they pass a mental resistance check, although they wake when hit. Sleeping enemies cannot resist the Horror spell, which will inflict additional damage.	35	0	0	Yes	50	10
	Waking Nightmare	Magic 32	Hostile targets are trapped in a waking nightmare unless they pass a mental resistance check. They are randomly stunned, attack other enemies, or become the caster's ally for the duration of the effect. Enemies that are already asleep cannot resist.	40	0	0	Yes	40	5
Chain 2	Drain Life	None	The caster creates a sinister bond with the target, draining its life energy in order to heal the caster.	20	0	0	Yes	10	0
	Death Magic	Magic 20	While active, the caster draws in nearby entropic energy, draining residual life-force from any dead enemy nearby to heal the caster.	0	45	5	No	10	5

	Curse of Mortality	Magic 25	The caster curses a target with the inevitability of true death. While cursed, the target cannot heal or regenerate health and takes continuous spirit damage.	40	0	0	Yes	60	0
	Death Cloud	Magic 34	The caster summons a cloud of leeching entropic energy that deals continuous spirit damage to all who enter. Friendly fire possible.	50	0	0	Yes	60	10
Chain 3	Vulnerability Hex	None	The target suffers a hex that inflicts penalties to cold resistance, electricity resistance, fire resistance, nature resistance, and spirit resistance.	20	0	0	Yes	20	0
	Affliction Hex	Magic 20	A contagious hex inflicts penalties to cold resistance, electricity resistance, fire resistance, nature resistance, and spirit resistance on the target and all other enemies nearby.	40	0	0	Yes	20	10

	Misdirection Hex	Magic 28	The target suffers a frustrating hex of inaccuracy. All hits become misses, while critical hits become normal hits.	45	0	0	Yes	40	0
	Death Hex	Magic 36	The target suffers a hex of lethal bad luck. Every normal hit it suffers becomes a critical hit.	60	0	0	Yes	60	0
Chain 4	Weakness	None	The caster drains a target of energy, inflicting penalties to attack and defense, as well as reducing its movement speed unless it passes a physical resistance check.	20	0	0	Yes	10	0
	Paralyze	Magic 18	The caster saps a target's energy, paralyzing it for a time unless it passes a physical resistance check, in which case its movement speed is reduced instead.	35	0	0	Yes	30	0

	Miasma	Magic 25	While this mode is active, the caster radiates an aura of weakness, hindering nearby enemies with penalties to attack and defense. Unless the opponents pass a physical resistance check, they also suffer a penalty to movement speed.	0	60	5	No	30	0
	Mass Paralysis	Magic 35	All hostile targets in the area are paralyzed for a short time unless they pass a physical resistance check, in which case their movement speed is reduced instead.	70	0	0	Yes	50	8
Power of Blood School (downloadable content only)									
Chain 1	Dark Sustenance	None	A self-inflicted wound lets the mage draw from the power of tainted blood, rapidly regenerating a significant amount of mana but taking a small hit to health.	40*	0	0	No	60	0

	Bloody Grasp	None	The mage's own tainted blood becomes a weapon, sapping the caster's health slightly but inflicting spirit damage on the target. Darkspawn targets suffer additional damage for a short period.	15	0	0	Yes	10	0

Specializations



Each class has two specializations (out of four) that they can learn during the game. Your first specialization can be learned at level 7; your second at level 14. Most companions can teach a specialization, though your approval rating must be high enough for the companion to want to teach you. Morrigan, for example, can teach the mage's shapeshift specialization. Specializations are difficult to achieve, but very rewarding if you gain one. As long as the specific abilities fit with your play style and character breakdown, a specialization is generally worth spending points in over regular spells.

You should definitely experiment with specializations. A pure healer could, for example, specialize in shapeshifter to add some offense to the mix and some defense if they generate too much threat. Here are some suggested play style fits for the four specializations:

Arcane Warrior

Primary: Melee/ranged mage (standard ranged spells with arcane warrior abilities for melee component)

Secondary: Mana powerhouse (use Fade Shroud to regenerate mana faster) or tanking capability

Blood Mage

Primary: Enemy control (use Blood Control to possess enemies to fight for you)

Secondary: Health resilient (use Blood Sacrifice to heal self along with standard healing spells)

Shapeshifter

Primary: DPS mage (shapeshifter melee attacks complement ranged spells)

Secondary: Health resilient (use Flying Swarm to avoid health damage)

Spirit Healer

Primary: Main party healer (Group Heal essential for party survival)

Secondary: Savior (return dead comrades to life with Revival)

Mage Specializations

Specialization	Talent Name	Prerequisite Level	Description	Cost (mana / stamina)	Upkeep (mana / stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Learned From: The Presence in Brecilian Ruins ("Nature of the Beast" quest line)									
Arcane Warrior	Combat Magic	7	While this mode is active, the arcane warrior channels magic inward, trading increased fatigue for an attack bonus and the ability to use spellpower to determine combat damage. Aura of Might and Fade Shroud improve the effects. Additionally, regardless of whether the mode is active, an arcane warrior who has learned this spell may use the magic attribute to satisfy the strength requirement to equip higher-level weapons or armor.	0	50	50	No	10	0
	Aura of Might	12	The arcane warrior's prowess with Combat Magic grows, granting additional bonuses to attack, defense, and damage while in that mode.	0	0	0	No	0	0

	Shimmering Shield	14	The arcane warrior is surrounded by a shimmering shield of energy that blocks most damage and grants large bonuses to armor and all resistances. When active, however, the Shimmering Shield consumes mana rapidly.	0	40	5	No	30	0
	Fade Shroud	16	The arcane warrior now only partly exists in the physical realm while Combat Magic is active. Spanning the gap between the real world and the Fade grants a bonus to mana regeneration and a chance to avoid attacks.	0	0	0	No	0	0
Learned From: Desire Demon in Fade ("Arl of Redcliffe" quest line)									
Blood Mage	Blood Magic	7	For as long as this mode is active, the blood mage sacrifices health to power spells instead of expending mana, but effects that heal the blood mage are much less effective than normal.	0	0	5	No	10	0

	Blood Sacrifice	12	The blood mage sucks the life-force from an ally, healing the caster but potentially killing the ally. This healing is not affected by the healing penalty of Blood Magic.	0	0	0	Yes	15	0
	Blood Wound	14	The blood of all hostile targets in the area boils within their veins, inflicting severe damage. Targets stand twitching, unable to move unless they pass a physical resistance check. Creatures without blood are immune.	40	0	0	Yes	20	10
	Blood Control	16	The blood mage forcibly controls the target's blood, making the target an ally of the caster unless it passes a mental resistance check. If the target resists, it instead takes great damage from the manipulation of its blood. Creatures without blood are immune.	40	0	0	Yes	40	0
Learned From: Morrigan (Companion), Varathorn (Dalish Camp)									

Shapeshifter	Spider Shape	7	The shapeshifter can transform into a giant spider, gaining a large bonus to nature resistance as well as the spider's Web and Poison Spit abilities. The caster's spellpower determines how powerful the form is. With Master Shapeshifter, the mage becomes a corrupted spider, growing still stronger and gaining the Overwhelm ability.	0	50	5	No	90	0

Bear Shape	8	The shapeshifter can transform into a bear, gaining large bonuses to nature resistance and armor as well as the bear's Slam and Rage abilities. The caster's spellpower further enhances this bear's statistics and abilities. With Master Shapeshifter, this form transforms the caster into a powerful bereskarn and gains the Overwhelm ability.	0	60	5	No	90	0

Flying Swarm	10	The shapeshifter's body explodes into a swarm of stinging insects that inflict nature damage on nearby foes, with the damage increasing based on the caster's spellpower and proximity. While in this form, the caster gains Divide the Storm, and any damage the shapeshifter suffers is drawn from mana instead of health, but the caster regenerates no mana. The swirling cloud of insects is immune to normal missiles and has a very good chance of evading physical attacks but is extremely vulnerable to fire. With Master Shapeshifter, the character gains health whenever the swarm inflicts damage.	0	30	5	No	60	0

	Master Shapeshifter	12	Mastery of the shifter's ways alters the forms of Bear Shape and Spider Shape, allowing the caster to become a bereskarn and a corrupted spider, both considerably more powerful than their base forms. In those forms, the shapeshifter also gains Overwhelm. Additionally, the Flying Swarm shape drains health from foes whenever the main swarm inflicts damage.	0	0	0	No	0	0
Learned From: Wynne (Companion), Wonders of Thedas (Denerim, after Landsmeet starts)									
Spirit Healer	Group Heal	7	The caster bathes allies in benevolent energy, instantly healing them by a moderate amount.	40	0	0	Yes	20	0
	Revival	8	The caster revives fallen party members in an area, raising them from unconsciousness and restoring some health.	60	0	0	Yes	120	2

	Lifeward	12	The caster places a protective ward on an ally that automatically restores health when the ally falls close to death.	55	0	0	Yes	30	0
	Cleansing Aura	14	While this mode is active, waves of healing and cleansing energy emanate from the caster, restoring health to all nearby allies every few seconds and curing the injuries of allies very close to the caster.	0	60	5	No	30	10

Gear



Mages might not get the pick of the litter for equipment, but the gear they do receive should pump up their main abilities if you shop correctly. Don't worry about defense too much;

concentrate on bumping up your magic and willpower scores, or gaining spellpower points to enhance all spells, or adding mana boosts. The goal of all mages is to avoid drawing too much threat, and if you're achieving that goal, armor won't be too much of a factor. If you're worried about taking damage, invest in constitution to increase health and ward you against melee and ranged attacks. The same goes with weapons: don't pick a staff based on DPS; pick one that increases your main attributes. Also, think about your spell preferences. If you invest in fire spells, for example, a ring that generates extra fire damage is a huge boon.

There's more mage gear than you could ever hope to equip in a single play. The general rule of thumb is to wait for loot that serves as an upgrade and snatch it up. If you have extra coin to buy a nice gear upgrade, feel free to spend away, though most of the low-level equipment will be easily replaced by future loot, and the high-level equipment is very expensive (generally bought during the Landsmeet for a run at the archdemon).

With so much good gear, here are some beauties to shoot for based on beginning (1–5), intermediate (6–10), advanced (11–15), and expert levels (16–20):

The Mage

	Lvl 1-5	Lvl 6-10	Lvl 11-15	Lvl 16-20
Armor	Apprentice Robes	First Enchanter Robes	Tevinter Mage Robes, Robes of Possession (Morrigan)	Reaper's Vestments Robe
Helm	Apprentice Cowl	Enchanter Cowl	First Enchanter's Cowl	Libertarian's Cowl
Boots	Fade Striders	Enchanter's Footing	Imperial Weavers	Magus War Boots
Gloves	Leather Gloves	Polar Gauntlets	Cinderfel Gauntlets	Elementalist's Grasp
Ring	Thorn	Key to the City	Ring of Ages	Lifegiver
Staff	Pyromancer's Brand	Blackened Heartwood Staff	Malign Staff	Staff of the Magister Lord

Party Responsibilities



Ask yourself two questions when playing a mage: "Are you primarily a damage-dealer or a healer?" and "Are you the only mage in the party?" If you want to perform the damage role, you will naturally concentrate on ways to harm your opponent. If you want to play the role of healer, regeneration and rejuvenation spells are in order. If you're the only mage in the party, you must take some healing spells as part of your repertoire.

Another important question: "What need do you fulfill best?" Perhaps, you may look at your other three companions and fill in the void that they lack. For example, if you have a warrior concentrating on two-handed weapons, a backstabbing rogue, and your sword-and-shield tank, DPS would seem to be covered while healing/party buffs are lacking. On the flip side, if you have a spirit healer such as Wynne in the group, you can stretch out to damage spells and maybe supplement her talents with a heal or two.

In the end, though, you should choose the role that you want your mage to be and work the team around that. If you want to play DPS, go for it and make sure you have Wynne involved. If you want to play the healer, drop Wynne and pick up Morrigan or another DPS-driven

companion. If you want to play a little DPS and a little healing, you might be able to swing it as a single mage, or you may need help from one of the companion mages; it all depends on your combat style and tactics.

One thing all mages should strive for is to remain in the background and avoid threat whenever possible. You aren't built for melee combat (unless you spec an arcane warrior properly), and if you draw threat, you will die quickly. Don't pull targets away from your tank, except, possibly, if they are near death and easy kills.

The mage ranks highest of the three classes in versatility. You can deal damage, heal, control large enemy groups, buff your party, and more. Save your mana for the right reactions at the correct times and you'll excel in this class. So long as you remember not to lead the battle charge, your magic will work wonders in fights.

Model Characters

With 64 spells to choose from and four specializations, you can make myriad mages. Don't feel constrained to play according to the following mage models to the letter; take bits and pieces that appeal to your play style and add your own spin. However, these are basic models for a DPS mage, healer, or blend mage who balances offense and defense. Each shows you how to choose your spells up to level 20, what spell chains are effective, how specializations fit in, and sample combat strategies for that model.

DPS Mage Model

Level	Spell
0	Arcane Bolt
1	Flame Blast, Heal
2	Flaming Weapons
3	Fireball
4	Spell Wisp
5	Grease
6	Walking Bomb
7	Death Syphon—First Specialization Available at This Level
8	Arcane Shield
9	Staff Focus
10	Arcane Mastery
11	Virulent Walking Bomb
12	Inferno
13	Lightning
14	Spider Shape (Shapeshifter)—Second Specialization Available at This Level
15	Bear Shape (Shapeshifter)
16	Flying Swarm (Shapeshifter)
17	Master Shapeshifter
18	Animate Dead
19	Shock
20	Tempest



Overview: A DPS mage deals heavy damage from medium to long range. He generally concentrates in the Primal and Spirit schools.

Leveling: What does a DPS mage do best? Damage. Naturally, then, you should start off with a Primal chain. In this case, we'll choose the Fire chain, mostly because Fireball is such a great AoE damage spell. You could, of course, start with any of the Primal chains. (The Earth chain, however, may prove a little troublesome at level 1; it's the only Primal chain that doesn't start out with a damage spell.) Note that to hit Fireball at level 3, you need to spend your five character creation points in magic to bring you up to 21, then spend the three attribute points you earn at level 2 and three on magic as well to raise the score to 27 (elf mages begin with one extra magic point than humans, so you can spend that one point in willpower if you like).

At level 1, invest in Flame Blast to start the Fire chain and give you an additional attack to Arcane Bolt (all mages start with this basic attack). Pick up Heal as well. Yes, it's a defensive spell, but every mage should carry it to save allies or themselves in a pinch. Take Flaming Weapons at level 2 for some melee support. Once you hit level 3 and learn Fireball, you can roast enemy groups from a great distance. You have fine weapons already, so long as you don't run into fire-resistant mobs.

At levels 4 and 5, choose Spell Wisp and the second spell in that chain, Grease. Spell Wisp increases spellpower, which augments all your damage spells, and Grease causes enemies to slip if they miss a physical resistance check (crowd control) and the slick surface can be set on fire for extra damage, making it a perfect combo for your fire-based spells.

Start your second damage chain with Walking Bomb at level 6. This gives you a separate source of poison damage (and sets you up for another lethal AoE attack at level 11). The

follow-up to Walking Bomb, Death Syphon at level 7, restores mana; always handy in longer battles.

Levels 8, 9, and 10 fill out the standard Mage school. Arcane Shield helps divert incoming attacks, giving you some more defense. The overlooked Staff Focus powers up your basic staff attack, which you always use as back-up damage when your mana runs low. The real reason for running these spells in a row here is to ensure that you pick up Arcane Mastery at its earliest availability: level 10. Because Arcane Mastery grants a permanent bonus to spellpower, it makes all your DPS stronger no matter what spell you choose.

At levels 11 and 12, you maximize your two damage chains. Virulent Walking Bomb functions similar to Walking Bomb with one big difference: when targets explode, they have a chance to infect other enemies and start a chain reaction of explosions. Inferno, the top of the Fire chain, engulfs an entire area in continuous flame and will decimate enemies if they can't escape to the cooler perimeter. Note that you need 34 magic to access Inferno.

Branch out into a third damage chain, Lightning, at level 13. Two separate damage sources are usually enough, but if you rotate three, you should always have a damage spell available as long as your mana lasts.

At level 14 we try out the shapeshifter specialization with Spider Shape. With a DPS mage who really wants to hammer out lots of damage, it's best to go with your core damage spells early and slip into a specialization at level 14. The shapeshifter specialization lets you deal melee DPS, which is fantastic for when your mana runs low or if you find yourself under direct melee attack. To gain all the creature abilities from shapeshifter, we'll invest four points in a row to the specialization, though you could spread them out through level 20 if you like.

At levels 18 through 20, you should fill in with whatever tickles your fancy. At level 18, we pick up Animate Dead to finish off the Walking Bomb chain and gain some combat allies in the process. For levels 19 and 20, we crank up the damage in the Lightning chain with Shock and Tempest. By level 20, you have three separate damage chain nearly maxed out, some good support spells, and an entire specialization at your disposal.

Spell Choices: Fire spells serve as your primary AoE if you have the space to deal damage to your foe without catching the party in friendly fire. The Spell Wisp chain gives you extra spellpower and a crowd control spell in Grease. The Walking Bomb chain focuses on another cycle that can serve as either single-target damage or AoE damage. The Lightning chain gives you a third damage alternative, the effect of bouncing from one target to the next, and another option to avoid cooldown problems.

Specialization: Shapeshifter provides melee DPS so you can conserve on mana and defend yourself if under direct attack. Spider Shape has an effective Web snare, Bear Shape offers a good Overwhelm ability, and Flying Swarm turns into an AoE attack that also protects you from physical damage (all damage comes off your mana instead). Master Shapeshifter improves all forms, and you can hold your own against less powerful mobs.

Battle Tactics: Your standard tactic is to deal steady damage to enemies without pulling so much threat that the enemies escape your tank's hold and charge toward you. With that in mind, you may have to delay a few seconds at the start of the fight, or during the fight, depending on the enemy position and your tank's ability to lock down the threat.

Your general spell cycle will be Fireball (if you won't hit your party with friendly fire), Walking Bomb, Arcane Bolt, and Lightning (if you've reached level 13 or higher). A neat trick inside dungeons is to open a door and hurl a Fireball at enemies on the far side of the room. The explosion consumes the room and the walls prevent the burst from burning your party; just cast it well away from the door.

Similarly, you can use your higher damage spells, such as Tempest, to hurt enemies you can't even see. Target the spell around a corner or inside another room (if the door is open) and let it rip. Enemies inside will take tons of damage or come running out into your well-positioned party's ambush.

An important part of your job may be to contain rather than destroy. Think of Grease whenever you see a large group ready to flank your party, or if something unexpected happens, such as your tank getting stunned and losing threat. Grease will delay most of the enemies, and you can always follow up with a Flame Blast to ignite the oil and cause great pain to the enemy.

If you're playing pure DPS, you should have another mage, a healer, in your party too. They can do the heavy lifting when it comes to healing and keep the party alive. However, don't ignore the supplemental healer role. In tough fights, throw a Heal into your rotation. If your primary healer is having trouble, you may even heal after every other damage spell. As soon as that Heal spell becomes active, glance at everyone's health bars and kick it off if wounds are piling up. Yes, you are a master DPSer, but if you are the only one standing, it won't do you much good.

Healer Model

Level	Spell
0	Arcane Bolt
1	Heal, Rejuvenate
2	Regeneration
3	Winter's Grasp
4	Spell Shield
5	Dispel Magic
6	Arcane Shield
7	Group Heal (Spirit Healer)—First Specialization Available at This Level
8	Revival (Spirit Healer)
9	Staff Focus
10	Arcane Mastery
11	Mass Rejuvenation
12	Lifeward (Spirit Healer)
13	Frost Weapons
14	Cleansing Aura (Spirit Healer)—Second Specialization Available at This Level
15	Cone of Cold
16	Blizzard
17	Vulnerability Hex
18	Affliction Hex
19	Misdirection Hex

20	Death Hex



Overview: A healer focuses on health regeneration and rejuvenation. These mages generally concentrate in the Creation school.

Leveling: A healer should concentrate in the Creation school, at least until they reach Regeneration and have two solid heals. Note that to hit Regeneration at level 2, you need to spend your five character creation points in magic to bring you up to 21, then spend two more attribute points at level 2 to raise the score to 23 (elf mages begin with one extra magic point than humans, so you can spend that one point in willpower if you like).

At level 1, pick up Heal and Rejuvenate. Heal will be your staple health spell; Rejuvenate helps to restore stamina for warriors and mana for mages. If you increase your magic attribute correctly, you can net Regeneration at level 2. It's crucial to have at least two healing spells; otherwise, while Heal is on cooldown, a party member could become gravely wounded and you'll have no healing to help him.

Every healer should have a form of damage as well. In addition to your standard Arcane Bolt, we'll pick up Winter's Grasp at level 3. The Cold chain has the built-in effect of freezing a target in place, which serves to slow down foes and help out on defense; this defensive component complements your healing role.

Next, branch out into the Spirit school for levels 4 and 5. Spell Shield comes first as a potential defense against hostile spells, but it's really a prerequisite for Dispel Magic. This is always handy to remove enemy effects on party members, Dispel Magic proves critical to remove Curse of Mortality, which prevents healing and will kill party members if you don't eliminate it fast.

At level 6, pick up Arcane Shield. Much like Spell Shield, it's extra defense that may come into play in certain fights, but it's mostly a prerequisite to ramp up to Arcane Mastery later.

No matter what you have to do, you want to gain the spirit healer specialization as soon as you hit level 7. The first spell in the chain, Group Heal, is *the* most important spell as a healer. The ability to heal all your party members at once will turn the tide in many battles. At level 8, the spirit healer ability Revival may tip the battle scales in your favor when one of your companions drops and you can bring them back from the brink of death.

At levels 9 and 10, you fill out your basic Mage school. Choose Staff Focus at level 9 and Arcane Mastery at level 10. Arcane Mastery will augment all your healing spells, which is a very good thing for your party's health.

Mass Rejuvenation comes in big in long battles where everyone needs a boost to stamina and mana. At level 11, this fills out your main Heal chain.

At level 12, grab Lifeward from spirit healer. It's another healing spell that works when a companion's near death: a nice luxury to throw on a tank, or someone else that you can't heal immediately.

Frost Weapons at level 13 inches you up in the Cold chain and lets you boost your party's offense if it looks to be a light fight that won't require much healing.

Cleansing Aura finishes off the spirit healer specialization at level 14. It's an AoE healing effect, which also cures injuries (and saves on buying injury kits!).

At levels 15 and 16, fill out your Cold chain with Cone of Cold and Blizzard. You won't blast an area too much with Blizzard unless your party is desperate for damage, but you will fire off a Cone of Cold once in a while. Cone of Cold also freezes targets in place, and if your enemies aren't attacking, you don't have to spend mana healing.

Your final four slots can go to any spell chain you like. We'll go with the Hex chain: Vulnerability at level 17 up to Death at level 20. The hexes can reduce attack percentages against your party (as well as enemy defenses), which plays to your strength as the group's main defender.

Spell Choices: Your Heal chain will be the most active as you cycle back and forth between Heal and Regeneration throughout all future battles. The Cold chain gives you offense and defense, because foes may be frozen in place after you hit them with Winter's Grasp or Cone of Cold. Dispel Magic comes out automatically as soon as one of your companions falters to a lingering negative spell effect. At higher levels, your Hex chain supplements your main strategy with spells that reduce the effectiveness of the enemy against your party.

Specialization: Spirit healer is paramount at level 7. Seek it out as soon as you unlock the specialization potential. Group Heal proves super effective, healing everyone at once. Revival brings a companion back into the fight who would have been useless otherwise. Lifeward prevents an overwhelming amount of damage from finishing off an ally, while Cleansing Aura generates continuous health to all around you.

Battle Tactics: All good healers know to stay out of the heat of battle and focus not on spilling enemy blood, but on staunching the blood on your companions' tunics. Stay out of the main confrontation so as not to draw the attention of your foes. Don't waste mana on offense except in dire circumstances where you need to kill something before it kills you, or possibly minor fights where the outcome is never in doubt. Before you leave one encounter for the next, make sure your mana has topped back off.

Learn your allies' armor and health reserves. If you misjudge someone's threshold for damage, they may end up dead before you can heal them. With some practice, you will know when to fire off a Heal to bring a companion back to full health without wasting healing that goes above their max health rating.

Cycle through Heal and Regeneration, throwing in any other healing you have for longer fights. Preventive healing is a good idea; it keeps your companions' health high and avoids the problem of direly needing a heal that's unavailable on cooldown.

Once you gain Group Heal, master it. It's great to use when multiple party members are taking damage: you cast an economical heal that saves several people at once. You can counteract big bursts of damage that wound your team, such as traps or an unexpected Chain Lightning from an enemy spellcaster. Should multiple party members start taking damage over time—such as from a dragon's firebreathing—Group Heal helps boost everyone's health at once and keep the party out of immediate danger.

Heal as often as seems feasible. Unlike a DPS mage, you can't afford to heal conservatively to avoid threat if companions are at risk. Be sure to stock up on lyrium potions to replenish mana. If a DPS mage comes up dry, you might rely on the warrior to belt out the extra damage; if your healer gets stuck on empty, you had better win the fight in a matter of seconds or someone might not make it.

Blend Model

Level	Spell
0	Arcane Bolt
1	Heal, Rock Armor
2	Stonefist
3	Earthquake
4	Mind Blast
5	Force Field
6	Arcane Shield
7	Combat Magic (Arcane Warrior)—First Specialization Available at This Level
8	Petrify
9	Staff Focus
10	Arcane Mastery
11	Telekinetic Weapons
12	Aura of Might (Arcane Warrior)
13	Crushing Prison
14	Shimmering Shield (Arcane Warrior)—Second Specialization Available at This Level
15	Lightning
16	Fade Shroud (Arcane Warrior)
17	Heroic Offense
18	Heroic Aura
19	Heroic Defense

20	Haste



Overview: A blend mage has the most versatility, splits talents between offense and defense, and may pull spells from all schools.

Leveling: At level 1, choose two defensive spells: Heal and Rock Armor. As with all mages, Heal serves as health rejuvenation whenever someone needs a boost. Rock Armor gives you an armor bonus, which you'll need because a blend mage draws more threat and enters melee more than the average mage. Note that to hit Earthquake at level 3, you need to spend your five character creation points in magic to bring you up to 21, then spend the three attribute points you earn at levels 2 and 3 on magic as well to raise the score to 27 (elf mages begin with one extra magic point than humans, so you can spend that one point in willpower if you like).

At levels 2 and 3, you'll take two offensive spells: Stonefist and Earthquake. Stonefist is a great offensive spell that pummels a single enemy with damage and can knock it off its feet. Earthquake will be your staple AoE attack. Note that you could take any main damage chain here (fire, cold, or electricity).

Next, enter the Mind Blast chain at level 4. Mind Blast can play out hugely when surrounded by large groups. Stun them to prevent a swarm on you, or to give your companions more time to get into position and wield their best attacks. Perhaps the best defensive spell in the game, Force Field at level 5 nullifies all damage against you or a targeted ally for a short duration. You can almost stack Force Fields one after the other and keep a target alive against ridiculous damage—the only drawback is the target of the Force Field can't react in any way while defended.

At level 6, pick up Arcane Shield as added defense and the second step toward Arcane Mastery at level 10.

With this blend build, we want the arcane warrior specialization at level 7. Learn Combat Magic and suddenly you can equip high-level armor and weapons. You might not be a tank, but you're no slouch in combat any longer.

Levels 8 and 9 boost your offense again. Petrify can be a single-target kill spell if they fail a physical resistance check. (Follow up Petrify with Stone Fist for shattering results!) Staff Focus increases the damage done with your basic staff attack.

Arcane Mastery at level 10 improves spellpower and thus increases the effectiveness of all spells.

At level 11, Telekinetic Weapons enhances your companions' weapons, and even your melee weapon if you wade into melee as an arcane warrior. The level 12 Aura of Might bolsters your attack, defense, and damage. Note that you need reach 34 magic to access Aura of Might.

Your best offensive spell comes at level 13: Crushing Prison. Break this out against single foes and encase them in a prison that roots them to the spot and deals continuous spirit damage.

At level 14, Shimmering Shield continues your arcane warrior abilities. The shield sucks up damage and cranks up resistances; it's great for melee fighting, but it drains mana quickly, so don't count on casting many spells in conjunction with your defense.

Pick up Lightning at level 15. It's another damage spell that gives you a new source of damage and single-foe targeting.

Finish off the arcane warrior specialization at level 16 with Fade Shroud. While Combat Magic is active, Fade Shroud increases mana regeneration and gives a chance to avoid attacks.

At level 17 start the Heroic chain and complete it at level 20. The first three (Heroic Offense, Heroic Aura, Heroic Defense) grant bonuses to the respective categories. The fourth, Haste, shines for an arcane warrior, speeding up the melee damage you can do at the expense of mana. If you've maximized your character, though, you won't have to rely on damage spells as much as a DPS mage.

Spell Choices: The Earth chain gives you lots of offensive options: single-target stun with Stonefist, AoE with Earthquake, and single-target kill with Petrify. Mind Blast and Force Field offer excellent defense, all on the way to your best offensive spell in Crushing Prison. Lightning adds an extra damage dimension to your spell rotation, and the Heroic chain can add extra offense or defense just when you need it. Haste gives a melee edge to your entire team, even if it doesn't last a super long time.

Specialization: Arcane warrior drives this blend build. Rather than drops spells constantly, the arcane warrior mixes ranged DPS with defensive spells and hand-to-hand combat. Combat Magic gives the mage access to armor and weapons only the warrior class would normally have. Aura of Might bolsters stats across the board. Shimmering Shield can keep you alive in a

melee fight, but will cut you off from spells as your mana drains away. On the opposite extreme, Fade Shroud will replenish your mana and help you avoid damage once you level high enough to unlock it.

Battle Tactics: Unlike your standard mage who stays in the rear, this blend mage isn't afraid to enter melee after he specializes in arcane warrior at level 7. Suddenly, the lowly mage can wear excellent armor and wield weapons normally above his pay grade. The specialization is worth it just for that benefit alone, and it gets better for a brawler mage when you add the next three talents.

On the spell end, your offensive rotation will usually go Earthquake (if you can avoid friendly fire), Arcane Bolt, Stonefist (targeting any enemy heading directly for you), and Petrify or Crushing Prison for the kill (or against the strongest opponent). You can pick and choose the correct spell for the situation if you forgo pure spellcasting and slip into arcane warrior mode.

Your defensive spell rotation generally goes Rock Armor, Mind Blast (when enemies close), Heal (whenever necessary), and Force Field for all-out defense. You can do lots of tricks with Force Field. You can, of course, save someone from certain death with a handy Force Field. You can send a tank in against a difficult foe, let him pile on threat, then throw up a Force Field; the enemy will most likely stay on the tank while you deal with the surrounding enemies. Even better still, you can take on bosses yourself. Cast a major spell, such as Earthquake or Fireball, on the enemy and follow up with a few damage spells to get him mad and fixated on you. As soon as the return damage heads your way, throw up a Force Field. While you're trapped in the Force Field, have a second mage cast Rejuvenate on you to replenish your lost mana (or quaff a lyrium potion as soon as you emerge from the Force Field). You can deal a ton of damage over a long time, while barely taking a nick.

As a blend mage, you can tap into anything, dabbling here and there. The idea is to learn a balance of offense and defense to jump into any situation with an answer in hand. To some degree, all good mages are blends.

The Rogue



You are flashing daggers and a snarl out of the shadows, savagery and subtlety, the jack-of-all trades for the party. A rogue slips into battle unseen and lethal, able to deal deadly damage from behind and escape harm when enemies take notice. When combat is over, the rogue is the only one who can penetrate locked doors and claim extra treasure from almost every dungeon.

The rogue sits between the warrior and the mage in terms of gear access. They can gain almost any suit of armor or weapon that a warrior gets; however, to do that would cost a ton of attribute points in strength and forgo points in dexterity and cunning that enhance most rogue talents. They certainly have higher DPS weapons and sturdier armor than mages.

Talents for a rogue fall into three main categories: Rogue, Dual Weapon, and Archery. The Rogue talents increase damage from backstabs and critical hits, teach you how to evade the enemy's mightiest blows, enable you to lockpick doors and chests, deactivate traps, and hide invisibly in the shadows through stealth. Dual Weapons gives the rogue a weapon in each hand for double the fun, and once they erase the penalties for wielding two weapons, rogues deal tremendous melee damage. If you don't want to go with melee, the rogue can lean toward Archery, where a single shot can stun multiple targets or split a hurlock skull in two.



Rogue specializations delve into a wide array of abilities. Assassin and duelist give the melee DPSer more combat talents, with assassin concentrating on pure damage-dealing and duelist aiding defense as well. Bard is all about crowd control and party buffs. You can stun a single target or hold an entire group fixated on your song, or you can boost all your companions' stats. Finally, ranger allows you to summon animal allies into a fight, adding a pet wolf, bear, or spider to your side.

If you like to play it a bit sinister and secret, yet go ruthlessly offensive once you dive into combat, the rogue class is for you. Outside of combat, your lockpicking and stealth abilities prove useful in innumerable situations. You will be the party's favorite companion just for the extra loot you find.

Strengths and Weaknesses



When an enemy has locked onto a tank and the rogue is free to backstab, you can deal out massive single target damage and kill things very quickly. A rogue should get into backstab position whenever possible. Out of combat, you can gain extra experience and loot from opening locked doors and chests. Enemies sometimes defend their lair with traps; the rogue not only detects them but disarms them to avoid the brutal consequences from one misstep. Stealth aids a rogue in almost any situation; in combat, you can slip into the perfect position unseen by enemies, and out of combat, you can recon areas or bypass enemies with high enough skill. And rogues get a skill point every two levels, rather than every three.

Advantages

Single-target DPS

Lockpicking

Trap Detection and Disarmament

Stealth

Access to More Skill Points



Rogue defense is rather weak, because it's difficult, if not impossible, to wear heavier armor. Being hit by several mobs or a large boss will take you out pretty fast. This makes using AoE attacks difficult because they usually pull threat and get you killed fast unless your party includes an excellent tank. To be most effective, a rogue needs to be behind his target, which isn't always easy to do and may get you into a combat hotspot. You also don't have much defense against magic, other than going into stealth mode and trying to sneak up on enemy casters.

Disadvantages

Limited Defense

Must Get Behind Targets to be Most Effective

Generally Weak Against Magic Attacks

Attributes



Rogue-specific talents focus mostly on the dexterity and cunning attributes, and the weapon talents focus on dexterity and the Combat Training skill, so dexterity is where to spend most of your points. Early on, devote as many points as you need into dexterity to unlock the talents you wish to obtain; you can always fill in the other attributes later after you have your core talents well underway.

As for the other attributes, spend the required points in dexterity and spread the remainder of the points among cunning (requirement for many other rogue abilities), constitution (for resilience), willpower (for higher stamina), and strength (for power and armor requirements). Don't leave magic too far behind because spending points here will make potions more effective. Make sure to build strength to at least 20 so the character can use Tier 7 armor, and dexterity to at least 36 if you plan on getting Dual-Weapon Mastery.

Rogue Attribute Bonuses

+4 Dexterity

+2 Willpower

+4 Cunning

Tip: Gear bonuses can amplify your attribute's strengths or offset any shortcomings. A ring, for example, that bulks up constitution could provide some extra health without costing any of your precious attribute points.

During character creation, feel free to choose a race based on the corresponding origin story you would like to play through as a rogue. It's much more important to enjoy the origin story for your character than it is to worry about a point here or there in your attributes. However, if

maximizing your rogue stats appeals to you, choose a dwarf or human. A human rogue gives you a starting 15 dexterity and 15 cunning. Dwarves are only one point behind in cunning. The elven rogue is the third choice, because elves start with only 14 dexterity and 14 cunning.

Rogue Starting Attributes

Attribute	Human	Elf	Dwarf
Strength	11	10	11
Dexterity	15	14	15
Willpower	12	14	12
Magic	11	12	10
Cunning	15	14	14
Constitution	10	10	12

Once you choose your rogue's race, you begin with five extra points to add to your attributes. That's almost two "level ups" worth of attribute growth, so spend it wisely. If you want a combat-oriented rogue, focus on dexterity and a little strength. If you want a rogue who concentrates on lockpicking and stealth, spend three points on cunning and two points on dexterity.

Skills



All rogues need to pick up Combat Training as soon as they can. Combat Training opens up the higher tier weapon talents, which you can't live without. Spend your first skill point here to vault up to at least Improved Combat Training. You need to reach Expert Combat Training by level 6 and Expert Combat Training by level 9 if you want to focus on combat talents.

Poison-Making can help improve your damage totals, so it's probably the second best rogue skill. Buy beyond the first rank to access stronger poisons and different special effects. You could also go the Trap-Making route and branch out a little more into AoE damage.

If you want more options during dialogue, especially to sway people's opinions or avoid certain fights, invest in Coercion. It's an incredibly useful skill in dialogue; it gives you story options that you won't get otherwise. Cunning opens up the Coercion skills, which fits in with many rogue talents.

Don't forget about Stealing. It focuses on a high cunning score, something rogues should have. Use the Stealing skill to grab gear not normally dropped by foes.

Note: Beyond your starting skills, you're likely to obtain 8–10 skill points throughout the game. Pick your two or three favorite skills and stick with them. If you spread your points too thin, you'll end up doing a bunch of things—but not well.

Rogue Skill Recommendations

Assuming you spend at least 10 skill points by career's end, here's a good spread to consider. Note that many other combinations could work better for you, so experiment!

Combat Training +4

Poison-Making +4

Coercion +1

Stealing +1

If you aren't directly playing your rogue companions and want one of them to run around independently, invest in Combat Tactics for extra tactics slots. The more tactic slots you open, the more you can shape how your companion behaves in battle. Inevitably, even if you plan on controlling your rogue during fights, there will be moments when you don't program your rogue's every move (or something more important is going on) and tactics come into play. One or two points should be good, or max it out if you want the character to go on autopilot.

Talents



Rogues have many areas to spend their points, but not enough points to develop them all (never mind the specializations). So what do you choose? Rogue-specific active and passive talents? Lockpicking and disarming traps? Stealth? The Dual Weapon talent school? The Archer talent school? A specialization or two? If you decide to let your focus slide on the weapon talent chains, you can still use dual weapons and bows, but you won't be nearly as efficient at it. You will be a master at stealth, lockpicking and disarming traps, and your other rogue-specific talents. In addition, you can spend fewer of your skill points on Combat Training and more on Poison-Making, Herbalism, Survival, Coercion, and Stealing. If you choose to focus on one of the weapon talent chains, some of your rogue-specific talents will suffer.

So what kind of rogue do you want to be? Does passing up locked treasure and rooms drive you nuts? Do you love being able to stealth through places and situations? Would you prefer to have a deadly combat rogue? Whatever you choose, make sure it complements the rest of your party. For example, a rogue who is adept in lockpicking, stealth, and rogue-specific talents should be paired with a solid melee rogue or warrior (someone who can take the threat and deal the damage). It also wouldn't hurt to have a good ranged attacker in this party too. You won't be the best one-on-one melee opponent, but you'll be able to:

Drop your threat

Evade many incoming attacks

Stun opponents

Move deftly in combat

Gain bonuses to critical chance on all attacks

Backstab stunned and paralyzed foes

Deliver penalties to your foes' armor, movement speed, and defense

It's not the most sportsmanlike character, but you'll have a solid advantage in many situations. In addition to your below-the-belt style of dealing with things, you can steal, sneak, and pick your way into many interesting places and treasure chests.

Note: It's possible to have three rogues in the game: Leliana, Zevran, and you. Develop each differently to have access to a wider talent arsenal.

All rogues should familiarize themselves with the cooldown component of each talent. The worst situation is to have plenty of stamina and no available talents to use. Branch out into different chains to avoid the cooldown problem.

Your talents drain stamina from your pool. Watch how much stamina you're using in a fight and act accordingly. If you run short without a mage's Restoration spell to replenish you, it could cost your party a victory. Gauge what you have to do to help the team. There's little sense running off a series of moves that drains three quarters of your stamina on the first opponent when there are three more to go. Save your stamina. You never know when the next fight will start, or how long the current fight will go if you have unexpected ambushers, and you'll be grateful you didn't waste stamina.

Full-Sized Weapons vs. Daggers

When you play a dual-wielding rogue, one of the first questions to come to mind is what weapon combination deals the most damage in combat. Obviously, the weapons themselves make the biggest impact on the decision: a high DPS weapon with great bonuses will beat out anything.

The only way you can wield two full-sized weapons is by having the Dual Weapon Mastery ability, which also reduces stamina costs for all other dual-weapon abilities. Because two full-sized weapons do more damage than two daggers, your damage-dealing capabilities are enhanced, but you have to spend lots of points in strength to access those weapons, which means fewer points to spend on your core talent needs. Even with the higher damage output, let's not forget about armor penetration and critical chance. Daggers are higher in both. It comes down to the type of enemy or situation you're facing. If you're facing heavily armored foes, the armor penetration and critical chance you get with the Coup de Grace auto backstab, Lethality, Combat Movement, and Evasion rogue abilities are a better choice than a rogue wielding two full-sized weapons coming at the target head on. This is why so many of the rogue abilities require and complement dexterity—not strength and brute force. Because you're building up dexterity for most rogue talents, that's probably the approach you want to take; otherwise, play a warrior. Keep in mind: There is no one dominant strategy for any class versus all enemies and challenges.

Rogue School



In your first chain, Dirty Fighting stuns a target for a short duration. Combat Movement is a passive ability that allows rogues move more swiftly in combat, allowing them a greater chance to flank or get behind their foes (for backstabs and such). Considering that it's sometimes difficult to get directly behind foes in the flow of combat, this one really comes in handy. Coup de Grace is a passive ability that allows your rogue to automatically backstab stunned or paralyzed foes (combos with Dirty Fighting or Dual Strike, warrior's Shield Pummel and Stunning Blows, mage's Mind Blast, to name a few). Feign Death is like the warrior's Disengage: it greatly reduces your threat, making enemies seek other targets.

The second chain holds Below the Belt, an attack that deals normal damage and gives the target penalties to defense and movement speed. Deadly Strike gives you a bonus to armor penetration. Use this on heavily armored foes. Lethality is a passive ability that gains the rogue a bonus on critical chance for all attacks. In addition, if the rogue's cunning score is higher than his strength score, the cunning score affects the attack damage in place of the strength score. If your rogue is high on cunning and low on strength, this is an excellent ability to have. So with this passive ability in the background, use Dirty Fighting to stun a heavily armored foe, sneak around behind it for an automatic backstab and critical hit (courtesy of Coup de Grace), and then use Deadly Strike to get in another attack with a bonus to armor penetration. Pair this with Mark of Death, Exploit Weakness, Lacerate, and Feast of the Fallen in the assassin specialty talents, and you'll mark this guy's weak spots for other party members, gain a bonus to your backstab with Coup de Grace, deal damage over time with your Lacerate passive ability, and restore some stamina when your target falls to the ground.

If you've had enough offense, Evasion is a passive ability that gives the rogue a 20 percent chance to dodge physical attacks, including attacks used to stun or knock down the rogue. The

Deft Hands chain improves your ability to pick locks and disarm traps; it's a must for rogues who aren't just into combat. Finally, the more you develop the Stealth chain, the more you can do while stealthed (use potions and other items such as traps and lures, and use stealth while in combat).

Dual Weapon School



The Dual Weapon talent school focuses more on activated abilities and attacks. In addition, you get to deal damage with two weapons simultaneously. You don't need the Dual Weapon talent school to be able to wield two weapons, but it's a good school to develop to be more proficient at melee. The focus of your passive abilities is on your second hand—you strive to deal similar damage and a similar rate of critical hits as your main hand. You gain a bonus to attack and defense with Dual-Weapon Finesse. You gain a bonus to critical chance and gain the ability to cause bleeding lacerations on your opponent, inflicting damage over time with Dual-Weapon Expert. You can wield full-sized weapons in your off hand while reducing the stamina cost of all Dual Weapon talents with Dual-Weapon Mastery.

Increase your attack damage with Dual Striking, but be careful because it eliminates your ability to critical hit or backstab. Next, you can score a two-hit combo with a possibility of stunning your opponent and scoring a critical hit with Riposte. Cripple gives you a chance to score a critical hit and inflict your opponent with penalties to movement speed, attack, and defense. Punisher is a three-hit combo that has a chance to score a critical hit, knock an opponent down, and cause penalties to movement and attack speed.

Dual-Weapon Sweep deals significant damage with each sweep, Flurry is a three-hit combo, Momentum increases your attack speed with every hit, and Whirlwind is a flurry of constant attacks: the signature of a Dual Weapon expert.

Archery School



Another school for rogues who build up dexterity, Archery gives ample special effects for a ranged combat enthusiast. Melee Archer lets you fire while being attacked (eliminating some of the pain of being an archer). Master Archer gives you bonuses to activated abilities and eliminates the penalty to attack speed when wearing heavy armor. Aim reduces attack speed but gives bonuses to attack, damage, armor penetration, and critical chance. Defensive Fire gives you a boost to defense but slows your attack speed.

In the second chain, Pinning Shot is a necessity because it impales the victim's leg and either pins it in place or slows its movement speed. Crippling Shot deals normal damage to an enemy and gives it penalties to attack and defense, and Critical Shot delivers maximum damage upon impact. The deadly Arrow of Slaying usually scores a critical hit, often dropping weakened enemies.

Rapid Shot increases attack speed, but you lose the ability to score critical hits. Shattering Shot deals normal damage and opens up an enemy's armor. If a warrior finds that one, it'll be in sore shape. Suppressing Fire is like Rapid Shot, but its foes now take penalties to their attack rating. Scattershot stuns a foe and then shatters, dealing damage to other enemies around it.

When you have room to breathe, Pinning Shot and Crippling Shot turn enemies into sitting ducks for mage attacks, deadly warriors, or more of your carefully aimed arrows. Shattering Shot is excellent against heavily armed foes. Rapid Shot, Suppressing Fire, and Scattershot hack away at the collective hit points of enemy ranks.

Tip: A good combo against a heavily armed foe is Shattering Shot, Crippling Shot, Aim/Rapid Shot, and Arrow of Slaying. Mix in another Shattering Shot if the first armor penalty runs out.

Don't think an archer just scores a hit or two before having to engage an opponent in melee. You can kill off a couple enemies in a few hits while pinning others in place and continuing to fire while other attackers swarm you. This you turns you into a deadly sniper that enemies need to deal with or suffer the consequences. Should the enemy swarm you, switch to Defensive Fire while you have the passive ability Melee Archer. You can fire off arrows while being attacked and still have decent defense.

Rogue Talents

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Rogue School									
Chain 1	Dirty Fighting	Dexterity 10	The rogue incapacitates a target, who takes no damage from the attack but is stunned for a short time.	25	0	0	No	25	0
	Combat Movement	Dexterity 14, Level 4	The quick-stepping rogue can more easily outmaneuver opponents, granting a wider flanking angle that makes backstabs easier to achieve.	0	0	0	No	0	0

	Coup de Grace	Dexterity 18, Level 8	When a target is incapacitated, the opportunistic rogue strikes where it hurts the most, inflicting automatic backstabs against stunned or paralyzed targets.	0	0	0	No	0	0
	Feign Death	Dexterity 22, Level 12	The rogue collapses at enemies' feet, making them lose interest and seek other targets until the rogue gives up the ruse.	0	40	5	No	300	0

Chain 2	Below the Belt	Dexterity 10	The rogue delivers a swift and unsportsmanlike kick to the target, dealing normal combat damage as well as imposing penalties to defense and movement speed unless the target passes a physical resistance check.	25	0	0	No	15	0
	Deadly Strike	Dexterity 14, Level 4	The rogue makes a swift strike at a vulnerable area on the target, dealing normal damage but gaining a bonus to armor penetration.	25	0	0	No	15	0

Lethality	Dexterity 23, Level 8	The rogue has a keen eye for weak spots and thus gains a bonus to critical chance for all attacks. Additionally, if the rogue's cunning score is greater than strength, sharpness of mind lets the character use the cunning modifier to affect attack damage in place of the strength modifier.	0	0	0	No	0	0

	Evasion	Dexterity 35, Level 12	The rogue gains an almost preternatural ability to sense and avoid danger. This talent grants a one-in-five chance of evading physical attacks, including being stunned or knocked down.	0	0	0	No	0	0
Chain 3	Deft Hands	Cunning 10	All rogues have some understanding of opening locks and spotting traps, but particularly dexterous hands and a steady grip give the character a bonus when picking locks or disarming traps. The character's cunning score also contributes to these skills.	0	0	0	No	0	0

Improved Tools	Cunning 14, Level 4	The rogue has taken to carrying a full set of implements designed to defeat trickier locks and spring traps without harm. These tools add a further bonus when lockpicking or disarming traps, which the character's cunning score also affects.	0	0	0	No	0	0

Mechanical Expertise	Cunning 18, Level 8	Through practice and research, the rogue has come to possess an encyclopedic knowledge of devices designed to prevent entry. Knowing the right technique for the job lends the rogue yet another bonus when dealing with locks or traps. The character's cunning score also contributes to these skills.	0	0	0	No	0	0

	Device Mastery	Cunning 22, Level 12	Practice makes perfect, and only the most intricate locks or elaborate traps give the rogue pause at this level of mastery. A further bonus applies when lockpicking or disarming traps. The character's cunning score also contributes to these skills.	0	0	0	No	0	0

Chain 4	Stealth	Cunning 10	The rogue has learned to fade from view, although perceptive enemies may not be fooled. Taking any action beyond movement, including engaging in combat or using items, will still attract attention. If the rogue initiates combat while still stealthed, the first strike is an automatic critical hit or backstab.	0	0	5	No	10	0
	Stealthy Item Use	Cunning 14, Level 4	The rogue has learned how to use items while sneaking.	0	0	0	No	0	0
	Combat Stealth	Cunning 18, Level 8	The rogue is stealthy enough to try sneaking during combat, although at a significant penalty.	0	0	0	No	0	0

	Master Stealth	Cunning 22, Level 12	The rogue has mastered the art of stealth, gaining significant bonuses on all stealth checks.	0	0	0	No	0	0
Dual Weapon School									
Chain 1	Dual Striking	Dexterity 12	When in this mode, the character strikes with both weapons simultaneously. Attacks cause more damage, but the character cannot inflict regular critical hits or backstabs.	0	50	5	No	10	0

Riposte	Dexterity 16	The character strikes at a target once, dealing normal damage, as well as stunning the opponent unless it passes a physical resistance check. The character then strikes with the other weapon, generating a critical hit if the target was stunned.	40	0	0	No	20	0
Cripple	Dexterity 22	The character strikes low at a target, gaining a momentary attack bonus and hitting critically if the attack connects, while crippling the target with penalties to movement speed, attack, and defense unless it passes a physical resistance check.	35	0	0	No	30	0

	Punisher	Dexterity 28	The character makes three blows against a target, dealing normal damage for the first two strikes and generating a critical hit for the final blow, if it connects. The target may also suffer penalties to attack and defense, or be knocked to the ground.	50	0	0	No	40	0
Chain 2	Dual-Weapon Sweep	Dexterity 12	The character sweeps both weapons in a broad forward arc, striking nearby enemies with one or both weapons and inflicting significantly more damage than normal.	20	0	0	No	15	2
	Flurry	Dexterity 18	The character lashes out with a flurry of three blows, dealing normal combat damage with each hit.	40	0	0	No	20	0

	Momentum	Dexterity 24	The character has learned to carry one attack through to the next, increasing attack speed substantially. This mode consumes stamina quickly, however.	0	60	5	No	30	0
	Whirlwind	Dexterity 30	The character flies into a whirling dance of death, striking out at surrounding enemies with both weapons. Each hit deals normal combat damage.	40	0	0	No	40	2
Chain 3	Dual-Weapon Training	Dexterity 12	The character has become more proficient fighting with two weapons, and now deals closer to normal damage bonus with the off-hand weapon.	0	0	0	No	0	0

Dual-Weapon Finesse	Dexterity 16	The character is extremely skilled at wielding a weapon in each hand, gaining bonuses to attack and defense.	0	0	0	No	0	0
Dual-Weapon Expert	Dexterity 26, Level 9	The character has significant experience with two-weapon fighting, gaining a bonus to critical chance, as well as a possibility with each hit to inflict bleeding lacerations that continue to damage a target for a time.	0	0	0	No	0	0

	Dual-Weapon Mastery	Dexterity 36, Level 12	Only a chosen few truly master the complicated art of fighting with two weapons. The character is now among that elite company, able to wield full-sized weapons in both hands. Stamina costs for all dual-weapon talents are also reduced.	0	0	0	No	0	0
Archery School									
Chain 1	Melee Archer	Dexterity 12	Experience fighting in tight quarters has taught the archer to fire without interruption, even when being attacked.	0	0	0	No	0	0

Aim	Dexterity 16	The archer carefully places each shot for maximum effect while in this mode. This decreases rate of fire but grants bonuses to attack, damage, armor penetration, and critical chance. Master Archer further increases these bonuses.	0	35	5	No	10	0
Defensive Fire	Dexterity 22	While active, the archer changes stance, receiving a bonus to defense but slowing the rate of fire. With the Master Archer talent, the defense bonus increases.	0	40	5	No	15	0

	Master Archer	Dexterity 28	Deadly with both bows and crossbows, master archers receive additional benefits when using Aim, Defensive Fire, Crippling Shot, Critical Shot, Arrow of Slaying, Rapid Shot, and Shattering Shot. This talent also eliminates the penalty to attack speed when wearing heavy armor, although massive armor still carries the penalty.	0	0	0	No	0	0

Chain 2	Pinning Shot	Dexterity 12	A shot to the target's legs disables the foe, pinning the target in place unless it passes a physical resistance check, and slowing movement speed otherwise.	20	0	0	Yes	15	0
	Crippling Shot	Dexterity 16	A carefully aimed shot hampers the target's ability to fight by reducing attack and defense if it hits, although the shot inflicts only normal damage. The Master Archer talent adds an attack bonus while firing the Crippling Shot.	25	0	0	Yes	10	0

	Critical Shot	Dexterity 21	Finding a chink in the target's defenses, the archer fires an arrow that, if aimed correctly, automatically scores a critical hit and gains a bonus to armor penetration. The Master Archer talent increases the armor penetration bonus.	40	0	0	Yes	10	0
	Arrow of Slaying	Dexterity 30	The archer generates an automatic critical hit if this shot finds its target, although high-level targets may be able to ignore the effect. The archer suffers reduced stamina regeneration for a time. Master Archer adds an extra attack bonus.	80	0	0	Yes	60	0

Chain 3	Rapid Shot	Dexterity 12	Speed wins out over power while this mode is active, as the archer fires more rapidly but without any chance of inflicting regular critical hits. Master Archer increases the rate of fire further still.	0	35	5	No	30	0
	Shattering Shot	Dexterity 16	The archer fires a shot designed to open up a weak spot in the target's armor. The shot deals normal damage if it hits and imposes an armor penalty on the target. Master Archer increases the target's armor penalty.	25	0	0	Yes	15	0

	Suppressing Fire	Dexterity 24	When this mode is active, the archer's shots hamper foes. Each arrow deals regular damage and also encumbers the target with a temporary penalty to attack. This penalty can be applied multiple times.	0	60	5	No	10	0
	Scattershot	Dexterity 27	The archer fires a single arrow that automatically hits, stunning the target and dealing normal damage. The arrow then shatters, hitting all nearby enemies with the same effect.	50	0	0	Yes	40	0
Power of Blood School (downloadable content only)									

Chain 1	Dark Passage	None	Tapping the power of tainted blood makes the rogue more nimble, able to move more quickly while using Stealth and more likely to dodge a physical attack.	0	0	0	No	0	0
	The Tainted Blade	None	The rogue's blood gushes forth, coating the edges of weapons with a deadly taint. The character gains a bonus to damage determined by the cunning attribute, but suffers continuously depleting health in return.	40	40	5	No	5	0

Specializations



Each class has two specializations (out of four) that they can learn during the game. Your first specialization can be learned at level 7; your second at level 14. Most companions can teach a specialization, though your approval rating must be high enough for the companion to want to teach you. Leliana, for example, can teach the rogue's bard specialization. Specializations are difficult to achieve, but very rewarding if you gain one. As long as the specific abilities fit with your play style and character breakdown, a specialization is generally worth spending points in over regular talents.

Definitely experiment with specializations. A DPS rogue could, for example, specialize in ranger to add an extra "companion" to a fight for more support. Here are some suggested play style fits for the four specializations:

Assassin

Primary: DPS (all-out offense to max out damage)

Secondary: Stamina replenishment (use Feast of the Fallen to recoup lost stamina)

Bard

Primary: Enemy control (Captivating Song can corral whole crowds)

Secondary: Party buffer (replenish party mana/stamina or augment offense/defense)

Duelist

Primary: Balanced DPS (excellent offense with a touch of defense)

Secondary: Crit-happy (reach Pinpoint Strike for multiple critical successes in a row)

Ranger

Primary: Pet lover (summon beasties for party support)

Secondary: Off-tank (summoned creatures tank for you)

Specialization	Talent Name	Prerequisite Level	Description	Cost (mana/stamina)	Upkeep (mana/stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Assassin	**Learned From: Zevran (Companion), Alarith's Store (Denerim, after Landsmeet starts)**								
	Mark of Death	7	The assassin marks a target, revealing weaknesses that others can exploit. All attacks against a marked target deal additional damage.	40	0	0	Yes	60	0

Exploit Weakness	12	A keen eye and a killer instinct help the assassin exploit a target's weak points. During a successful backstab attack, the assassin gains additional damage based on cunning.	0	0	0	No	0	0
Lacerate	14	Whenever a backstab deals enough damage, the assassin's foe is riddled with bleeding wounds that inflict additional damage for a short time.	30	60	0	No	60	0

	Feast of the Fallen	16	The assassin thrives on the moment of death. Stamina is partially restored whenever the assassin fells an opponent with a backstab.	0	0	0	No	0	0
Bard	**Learned From: Leliana (Companion), Alimar (Orzammar)**								
	Song of Valor	7	The bard sings an ancient tale of valorous heroes, granting the party bonuses to mana or stamina regeneration at a rate affected by the bard's cunning. The bard can only sing one song at a time.	0	50	5	No	30	10

Distraction	8	The bard's performance, replete with dizzying flourishes, is designed to distract and confuse. The target forgets who it was fighting and becomes disoriented unless it passes a mental resistance check.	40	0	0	Yes	30	0

Song of Courage	10	The bard launches into an epic song of the party's exploits, granting them bonuses to attack, damage, and critical chance. The size of the bonuses are affected by the bard's cunning. The bard can only sing one song at a time.	0	50	5	No	30	10

	Captivating Song	12	The bard begins an entrancing song that stuns hostile targets nearby unless they pass a mental resistance check every few seconds. Continuing the song does not drain stamina, but the bard cannot move or take any other action while singing.	0	60	5	No	30	4
Duelist	**Learned From: Isabela (The Pearl in Denerim)**								

Dueling	7	The duelist focuses on proper form, gaining a bonus to attack while the mode is active. Keen Defense adds a bonus to defense while in this mode.	0	30	5	No	5	0
Upset Balance	12	The duelist executes a quick move that throws the opponent off balance, imposing penalties to movement speed and defense unless the target passes a physical resistance check.	25	0	0	No	15	0

	Keen Defense	14	The duelist has an uncanny knack for simply not being there when the enemy attacks, receiving a bonus to defense.	0	0	0	No	0	0
	Pinpoint Strike	16	The duelist has learned to strike the vitals of an enemy with pinpoint accuracy and from any angle. For a moderate duration, all successful attacks generate automatic critical hits.	60	0	0	No	180	0
Ranger	**Learned From: Bodahn's Wares (Party Camp)**								
	Summon Wolf	7	The ranger calls a great forest wolf to fight alongside the party.	0	50	5	No	60	0

	Summon Bear	8	The ranger calls a powerful bear to fight alongside the party.	0	50	5	No	90	0
	Summon Spider	10	The ranger calls a large spider to fight alongside the party.	0	50	5	No	120	0
	Master Ranger	12	The ranger has learned to summon stronger companion animals. Animals summoned by a Master Ranger are significantly more powerful in combat than their normal counterparts.	0	0	0	No	0	0

Gear



Daggers are a natural weapon for a rogue to use, given their high speed, armor penetration, and critical chance. Other one-handed weapons work well too, but you won't be able to dual wield them until you reach Dual-Weapon Mastery at 36 dexterity. And definitely dual wield, even if it's not something you planned to spec in, because another weapon never hurts.

Carry a bow in the backup weapon slot and make good use of it. You need to build dexterity anyway for the Dual Weapon school, so you might as well use it to complement a bow, right?

There's more rogue gear than you could ever hope to equip in a single play. The general rule of thumb is to wait for loot that serves as an upgrade and snatch it up. If you have extra coin to buy a nice gear upgrade, feel free to spend away, though most of the low-level equipment will be easily replaced by future loot, and the high-level equipment is very expensive (generally bought during the Landsmeet for a run at the archdemon).

With so much good gear, here are some beauties to shoot for based on beginning (1–5), intermediate (6–10), advanced (11–15), and expert levels (16–20):

	Lvl 1-5	Lvl 6-10	Lvl 11-15	Lvl 16-20
Armor	Studded Leather Armor (any type)	Studded Leather Armor (any type)	Shadow of the Empire (Drakescale)	The Felon's Coat (Drakescale)
Helm	Studded Leather (any type)	Studded Helmet (any type), Studded Leather Helm (any type)	Qunari Thickened Cap (Reinforced)	Conspirator's Foil, The Long Sight (Drakeskin)

Boots	Studded Leather Boots (any type)	Dalish Boots (any type)	Deygan's Boots (Reinforced)	Bard's Dancing Shoes (Drakescale), Wade's Superior Drakeskin Boots
Gloves	Studded Leather Gloves (any type)	Dalish Gloves (Leather)	Backhands (Hardened)	Red Jenny Seekers (Drakescale)
Offhand	Noble's Dagger	Enchanted Dagger (Grey Iron), Falon'Din's Reach (Dragonthorn)	Beastman's Dagger (Red Steel)	The Rose's Thorn (Dragonbone), Crow Dagger (any type but Dragonbone with 3 rune slots is best)
Main Hand	Borrowed Longsword	Saw Sword	Imperial Edge	King Maric's Blade
Bow	Darkspawn Longbow	Spear Thrower	Far Song	Marjolaine's Recurve

Party Responsibilities



Are you the party's damage-dealer or scout? If you're DPS-focused, your primary responsibility is dealing melee or ranged damage. That generally means stocking up on offensive talents and gear. If you're picking a lot of locks and stealthing around, spread more points to the non-combat talents; think balance over cutthroat combat expertise. All rogues need to be aware of threat and avoid pulling too much at once. Learn to time your attacks so you don't draw too much threat but still deal significant damage to the enemy.

If your rogue is the main PC, the other three companions should fill in talents around you for a well-balanced party. If you're building up a companion rogue, look to fill in where the party is lacking. Not dealing enough damage? Crank up the offense. Want to avoid more traps and earn more treasure? Make sure you build up those nimble-fingered talents. In the final party

configuration, your PC should play whatever role you have the most fun with while the other three companions add the components necessary to maximize your combat efficiency.

The rogue ranks very well in terms of armor, weapons, and all-purpose talents. Those talents and gear enable you to surprise your foes with killer damage, slip in and out of combat for great defense, and deal with non-combat dungeon obstacles (traps, locks) that other companions cannot. From whirlwind flair in a sea of armor to steady precision with lockpick tools, the rogue covers everything that warriors and mages can't—all with a wink and smile.

Model Characters

With the game's best weapon talent trees, you can create dozens of rogues who each wield something a little different in combat. Don't feel constrained to play according to the following rogue models to the letter; take bits and pieces that appeal to your play style and add your own spin. However, these are basic models for a melee DPS rogue, ranged DPS rogue, and scout rogue. Each shows you how to choose your talents up to level 20, what talent chains are effective, how specializations fit in, and sample combat strategies for that model.

Melee DPS Model

Level	Talent
0	Dirty Fighting
1	Below the Belt, Dual-Weapon Training
2	Dual Striking
3	Dual-Weapon Finesse
4	Combat Movement
5	Deadly Strike
6	Riposte
7	Mark of Death (Assassin)—First Specialization Available at This Level
8	Lethality
9	Dual-Weapon Expert
10	Coup de Grace
11	Cripple
12	Dual-Weapon Mastery
13	Punisher
14	Exploit Weakness (Assassin)—Second Specialization Available at This Level
15	Lacerate (Assassin)
16	Feast of the Fallen (Assassin)
17	Evasion
18	Feign Death
19	Dual-Weapon Sweep
20	Flurry



Overview: The name of the game is to deal damage quickly. Generally, Dual Weapon talents combined with the backstabbing Rogue talents work best.

Leveling: If you choose a Human Noble or Dwarf Noble, you gain the first Combat Training skill and can spend your skill point on Improved Combat Training. You begin with Dirty Fighting talent, an excellent starting skill and always useful. You can stun, then move behind the enemy to get in a couple of backstabs. This skill helps tremendously when you are forced to fight face-to-face, or for helping out a healer or teammate about to die.

At level 1, Below the Belt gives you a decent attack that can slow down enemies so they can't escape or can't pursue. Dual-Weapon Training starts the first Dual Weapon chain, which will be your primary focus. Continue your Dual Weapon basics for the next two levels with Dual Striking and Dual-Weapon Finesse. Make sure you take Improved Combat Training by this point.

Next, Combat Movement presents a wider flanking area to produce backstabs easier. In the bigger fights with bodies all bunched together, it's difficult to get directly behind a target in time, so this helps a lot. At level 5, pick up Deadly Strike as a precursor to Lethality and extra armor penetration. At level 6, pick up Riposte to add another stun to your arsenal. With Coup de Grace, you prevent damage to your party while hacking away for criticals.

You gain your specialization at level 7. You could go with duelist, but assassin concentrates on damage, and that's your priority. Mark of Death increases all damage against a single target. It's perfect against bosses and tougher foes that require that special touch.

The passive talent Lethality at level 8 increases your critical chance and converts cunning to strength for damage purposes. Dual-Weapon Expert adds even more critical chance at level 9. You need 26 dexterity and Expert Combat Training by this point.

Coup de Grace and Cripple, at levels 10 and 11, pile on the damage with more chances for backstabs and critical hits. At levels 12 and 13, top off your two Dual Weapon chains with Dual-Weapon Mastery and Punisher. You can deal with huge threats now, wield full-sized weapons in both hands, use more talents because your stamina costs are reduced, and punish an opponent with three crushing blows. You must have 36 dexterity and Master Combat Training by now.

Complete your assassin specialization with levels 14 through 16. Exploit Weaknesses increases your damage potential by finding holes in your enemy's defenses, Lacerate gives you a damage-over-time effect, and Feast of the Fallen replenishes your stamina with every kill.

Now that you've nearly maxed out your offense, add a little defense with Evasion at level 17 and Feign Death at level 18. You can always gain these defensive talents earlier if you find yourself hit a lot in combat. With a good party, though, you probably want to favor the offense.

You can finish up your talents with virtually anything you want. Here we'll add Dual-Weapon Sweep and Flurry for multiple-target damage, which could improve your damage output tremendously.

Talent Choices: Melee DPS tends toward Dual Weapon talents as a natural fit. You can dabble in the cunning Rogue talents, but to maximize your offensive potential, stick with most, if not all, of the dexterity Rogue talents.

Specialization: Assassin is all about enough damage to kill targets before they kill you. It's possible to go with the duelist specialization as well, if you want a little defense mixed in with your offense, but for all-out DPS, assassin slays the competition.

Battle Tactics: Wait a few seconds for the tank and other companions to engage the enemy. Angle into the fight from the side or rear, and always position yourself for a backstab attempt. In general, you want to help the tank eliminate his prime adversary, but if you see targets of opportunity with half health or less, make quick work of them.

Based on the position and number of foes, select your attacks appropriately. Tank's target putting up a fight? Hit from behind with Coup de Grace and Punisher. Enemy turning its attention on you? Stun it with Dirty Fighting or Riposte, or slow it down with Cripple so you can escape. Boss lumbering into view? Hit it with Mark of Death so everyone piles on extra damage.

Ranged DPS Model

Level	Talent
0	Dirty Fighting
1	Pinning Shot, Rapid Shot

2	Below the Belt
3	Crippling Shot
4	Shattering Shot
5	Deadly Strike
6	Critical Shot
7	Suppressing Fire—First Specialization Available at This Level
8	Lethality
9	Scattershot
10	Arrow of Slaying
11	Melee Archer
12	Aim
13	Defensive Fire
14	Master Archer—Second Specialization Available at This Level
15	Dueling (Duelist)
16	Upset Balance (Duelist)
17	Keen Defense (Duelist)
18	Pinpoint Strike (Duelist)
19	Deft Hands
20	Stealth



Overview: Much like an offensive mage, a ranged DPS rogue concentrates weapons and talents on enemies at a distance. He focuses on the Archery school, and may dip into some talents, such as the duelist specialization, when melee becomes imminent.

Leveling: You begin with Dirty Fighting. It's not ideal for range, but very helpful when an enemy closes on you and you need a quick stun to get your distance again. As you'll be working with a bow, load up on dexterity. Your goal is to have 27 dexterity and Master Combat Training by level 9.

With your first two talent points at level 1, choose Pinning Shot and Rapid Shot. You now can hamper someone's movement with Pinning Shot or reload much faster with Rapid Shot. Below

the Belt at level 2 gives you another melee talent, which also helps you avoid prolonged face-to-face encounters.

At level 3, gain the Improved Combat Training skill and start working on the next tier of talents. Crippling Shot hampers a foe's offense and defense, while Shattering Shot and Deadly Strike put holes in enemy's armor.

If you have 21 dexterity and Expert Combat Training at level 6, select Critical Shot. If you hit, Critical Shot inflicts critical damage and a bonus to armor penetration. Follow that up with Suppressing Fire at the next level to further encumber targets with attack penalties.

At level 8, purchase Lethality. It's an all-around excellent ability: it increases the critical chance for all attacks and possibly replaces cunning for strength when considering damage bonuses.

You reach your first pinnacle at level 9 with Scattershot. This awesome talent automatically stuns your target and deals normal damage, then splinters off and does the same to all nearby enemies. Use this effectively against enemy spellcasters or large enemy groups to impede flanking attempts.

If you can reach 30 dexterity by level 10, you gain Arrow of Slaying. This scores an automatic critical hit against all but high-level opponents.

Beginning at level 11, concentrate on the Melee Archer chain. Melee Archer prevents attacks from interrupting your firing, while Aim and Defensive Fire provide offensive and defensive oriented bonuses, respectively. At level 14 you finish the chain with Master Archer. You can fire arrows while taking damage, gain bonuses to offense and damage, slow the rate of fire to gain bonuses to defense, and bulk up almost all your Archery talents with Master Archer. This skill also allows the rogue to wear heavy armor without attack speed penalties.

Now it's time for some melee talents in case enemies get close. At level 15, seek out Isabela at the Pearl to learn the duelist specialization. Dueling and Pinpoint Strike ratchet up your offense while Upset Balance and Keen Defense ensure you won't go down so easily with swords and claws flying.

To fill out through level 20, dip into the cunning Rogue talents, with one point for locking picking and one for stealth. If you aren't pure ranged DPS, you'll want these talents earlier; however, choosing them at higher levels still gives you options for the final quests in the game.

Talent Choices: The Archery school and all its ranged surprises are your go-to talents. Duelist provides some melee talents in case an enemy gets close enough to grab you.

Specialization: The Dueling sustained ability gives a bonus to attack while active. Upset Balance can slow an enemy's movement speed and hinder its defense. The passive Keen Defense does just that: add a permanent bonus to defense. Your top melee talent, Pinpoint Strike, converts all hits into critical strikes for a moderate duration.

Battle Tactics: Once the battle begins, stand your ground. Let the tank and other melee DPSers embrace the enemy. You want to nuke them from afar. Unlike a mage who stays in the

rear, however, the ranged DPS rogue can enter melee with his better armor, weapons, and duelist talents at higher levels.

Survey the battlefield and pick your targets wisely. Concentrate fire on the tank's target to bring it down quicker, or look for injured foes that you can drop with an arrow or two. If you see an enemy spellcaster in the enemy's rear, make it your priority. You don't want it getting off damaging spells. Same goes for enemy archers. If your melee companions can't reach them, it's your job to stop them from pelting the team with damage.

On offense, your rotation goes something like this: Aim, Pinning Shot (against moving targets), Critical Shot (against near-dead targets), and Arrow of Slaying. On defense, go Defensive Fire, Crippling Shot, Suppressing Fire, and Scattershot (especially against enemy spellcasters or enemies charging at you).

As a ranged DPS rogue, you have much of the offense of a DPS mage, yet you still can wear most of the better armor and use high-quality weapons. Keep on the go to avoid enemy melee encounters and let your companions wade through the blood and limbs.

Scout Model

Level	Talent
0	Dirty Fighting
1	Deft Hands, Stealth
2	Dual-Weapon Training
3	Combat Movement
4	Improved Tools
5	Dual-Weapon Finesse
6	Dual Striking
7	Song of Valor (Bard)—First Specialization Available at This Level
8	Mechanical Expertise
9	Dual-Weapon Expert
10	Distraction (Bard)
11	Song of Courage (Bard)
12	Device Mastery
13	Captivating Song (Bard)
14	Dual-Weapon Mastery—Second Specialization Available at This Level
15	Riposte
16	Coup de Grace
17	Feign Death
18	Cripple
19	Punisher
20	Stealthy Item Use



Overview: A master thief slinks through the shadows and opens locked doors with a flick of the wrist. A scout rogue can DPS well, but knows more than a thing or two about the business of treasure and traps.

Leveling: With your two points from the start, choose your key noncombat talents, Deft Hands (for lockpicking and trap detection) and Stealth (for hiding invisibly). The Deft Hands chain is your priority; you want to be able to open locked doors and chests, and it will take up to Device Mastery at level 12 to open anything that comes your way.

At levels 2 and 3, begin on your offense with Dual-Weapon Training and Combat Movement. The following level, pick up Improved Tools to further enhance your lockpicking and trap detection. With this build, you should increase cunning and dexterity to unlock all the necessary talents.

For the next two levels, continue your offense with Dual-Weapon Finesse at level 5 and Dual Striking at level 6. The big penalties to your off-hand weapon will be gone, and you now can attack with a two-hit combo.

At level 7, ask Leliana to train you in the bard specialization. Song of Valor provides regeneration to mana and stamina, which always proves useful after a long battle. At level 8, you gain the third lockpicking rank with Mechanical Expertise. You will need 18 cunning.

To become a Dual-Weapon Expert at level 9, make sure you have 26 dexterity and Expert Combat Training. Your critical chance increases, and you may inflict lacerations that cause enemies to bleed more damage over time.

At levels 10 and 11, continue down the bard path. Distraction is a single-target stun, while Song of Courage improves the party's attack, damage, and critical chance scores.

If you have 22 cunning by level 12, welcome to the ultimate lockpicking and trap detection talent: Device Mastery. You will never fail to open a locked door or chest (unless it requires a special key), or to detect a trap and disarm it.

You cap out two more key talent chains at levels 13 and 14. First, the bard's Captivating Song is the rogue's finest crowd control talent if you have the stamina to use it properly. At level 14, Dual-Weapon Mastery finishes off your expertise with two weapons, including wielding full-sized weapons if you like.

For level 15 and on, you can fill out talents as desired. Here we went with Riposte and Coup de Grace next for more stunning and backstabbing. Feign Death and Cripple, at levels 17 and 18, give you options to remove yourself from combat if you have too much threat on you. Level 19's Punisher gives you a powerful finishing move, and the final talent, Stealthy Item Use, improves your stealth to the second rank.

Talent Choices: The Rogue cunning abilities come in the most handy, supported by its dexterity talents and some Dual Weapon conditioning.

Specialization: The bard specialization may not produce extra damage, but it gives the rogue phenomenal control over enemies with the stuns Distraction and Captivating Song. The group buffs Song of Valor and Song of Courage raise the stats of the entire party. If you aren't worried about pure combat, the bard specialization is the best option for helping out the entire party.

Battle Tactics: You don't have as much DPS as your other companions, so let the tank and other melee specialists roam out into the enemy crowds. You can slip into stealth and pick your best spot to enter combat. At higher levels, once you've stacked up a few Dual Weapon talents, you should hold your own against lesser enemy groups or a stronger one-on-one fight.

Your chief role will be crowd control. Once you have the bard's Captivating Song at level 13, charge out just behind the tank or other DPSers. Activate Captivating Song once the enemy throng presses in. You won't be able to move, but all enemies within a moderate radius will be stunned unless they pass a mental resistance check every few seconds. Most mobs are susceptible to mental attacks, so the song is very effective. With the song active, you lose stamina over time, and when you hit zero, all enemies break loose. Build up your willpower if you plan on using Captivating Song a lot. By pinning enemies in place, you prevent incoming damage and allow your fellow companions ample free shots on the dazed enemies.

The Party

The name of the game should give you a clue that monstrous beasts are in store for you. From dungeon depths to snowy mountaintops, your four-person party will battle anything from devastating dragons to drooling darkspawn. Unless you want to end up as chew toys for ogres, hone up on the basics and learn expert party dynamics.

Buddy Basics



You begin your adventuring career on your own. As the story unfolds, you meet companions who join your party and become your allies in battle. A companion could be a fellow Grey Warden like Alistair, or the unlikeliest of allies, Zevran, an Antivan Crow sent to assassinate you. It's up to you to decide which companions you travel with, because you can have only three companions at once. The rest remain behind at party camp, a place easily reached from the world map that serves as haven for you and your companions, fully equipped with a dwarven merchant to buy excess goods and sell you wares at a discount. Each time you leave party camp, you can pick three new companions to accompany you, and in certain non-hostile regions, you can use the Party Configuration button on your top menu to immediately switch companions. For more on each companion, flip to the Companions chapter.

Group Dynamics



Each of the three classes has a distinct role in the party. In general, class roles fall into categories that take best advantage of class talents. However, be prepared to improvise at any given moment. For example, if you're a rogue bard intent on keeping a second monster away from the party and you see the first enemy about to defeat your tank, you may want to switch to offense and help out with the first enemy.

The party's main tank responsibilities fall on the shoulders of a warrior. His superior defense and ability to hold the mob's threat safeguard the group in the heat of battle. If the tank falls, it generally spells doom for the rest of the party as the enemies split and attack the more vulnerable companions. The warrior's primary job is to the hold the line and keep the enemy's attention on him at all times so that others can do their thing.

Every party needs a healer, and the mage provides the health-pumping spells to excel at that. The mage's single and party heals keep companions alive. When not healing, the mage can augment the party with stat-enhancing buffs. A mage can also concentrate almost completely on DPS, stacking up on single-target and AoE damage spells to obliterate whole enemy groups.

A rogue acts as the scout for the fellowship. He slips into the shadows with stealth and recons the area for enemy positions, traps, treasure locations, and quest objectives. When going up against enemies, a rogue can hide until the opportune moment to dart in for a backstab. In the heat of battle, the rogue adds extra DPS to the fight with superior Dual Weapon talents and bonuses to critical hit chances.

As you adventure with the same team, you gain experience, loot, and better skills. Develop your team as a whole and not just individuals. For example, you don't need four party members with Herbalism. One person who's mastered Herbalism can supply all the potions, leaving the others free to spread out their points to other valuable skills. It's fine to have two party members with Poison-Making so they can both enhance their weapon DPS, but also try out Trap-Making, and leave crucial skill points open for your PC to put into Coercion and possibly Survival. After a successful quest run, distribute your gear to the most appropriate characters. Don't always give the best items to your PC (though he or she should certainly get great loot whenever possible). It's much better to hand the top-notch armor to your tank than your rogue PC, and it makes little sense to give an accessory with magic bonus to your melee DPS character.

Dealing with Threat



If anyone in your party does manage to pull threat, always make sure to run to the tank to have it picked up. Attempting to run away only increases the time it takes to get the mob pulled off, likely resulting in the character's death or even the whole party's. Monitor the threat from critical hits. If you land a couple of high critical strikes in a row, disengage for a second then reengage. Critical strikes increase your threat, so consider this when monitoring your threat output.

If you have an off-tank in a party, don't use the off-tank's threat-generating abilities unless a difficult enemy breaks from the main tank or the main tank dies. Pulling off of the main tank will interrupt his threat generation, and your healer may not have enough mana, or time, to heal both.

If the main tank loses threat, everyone in the party must disengage until the main tank has regained threat. Use any threat-reducing abilities, such as the rogue's Feign Death, if you have them. Once the main tank picks the enemies back up, wait a few seconds for the tank to build threat, then reengage.

Healing



The party's healer will save or damn a group when an encounter gets hot and heavy. As a healer, you have to know when to launch your Group Heal, when to throw around a Heal or Regeneration, and when to avoid healing. In general, save your big heal to counteract large spike damage (unexpected damage that crits through a party members' defense for a significant amount of health), or if you desperately need to float a party member's health back up to a manageable level. Those levels will depend on the enemy's damage and how much backup healing and mana you have at your disposal, but you shouldn't panic unless a party member's health is consistently dropping below the one-third mark. Even then, the healer's main responsibility is to the tank, then himself. Keep the tank alive, even if it means losing a DPSer in the fight. If the tank falls, the whole party will most likely perish. A good rule of thumb is to never switch off the main tank unless another companion's health is dropping rapidly. If you have to heal elsewhere, switch to the party member that needs help, throw a single Heal or Regeneration, and return to the main tank immediately.

Tip: Don't always burn your healer's mana. You may need to pop a healing potion from time to time and save the healer's magic for tougher stretches of the fight. If it looks like a companion is going to die despite the heals, use your best health poultice to help you climb back up to full.

A healer definitely must learn when *not* to heal. Obviously, you must conserve your mana so you don't run out at a crucial time, but you must also look at the big picture. You only have so

many heals you can throw around, and the majority will be directed at the tank. You don't want to let anyone drop, but if you find yourself limited, you may have to skip a heal or two that you would have normally cast and let everyone's health bars get much closer to zero. Unless you are cruising through an encounter, you should never heal a non-party member, such as a blue-circled ally or one of the ranger's summoned animals. These allies are expendable, and the ranger's pets can always be re-summoned.

Combat Roles

Each companion's role in a party will be different based on their spells, talents, and what you expect them to accomplish during the fight. As you level, choose the talents and spells that best fit your party configuration, and gear up appropriately. The following general strategies should work well for a tank, healer, mage DPS, general melee DPS, and general ranged DPS.

Tank



A tank doesn't muck around with fancy spells or dainty arrows; he charges at a foe and hacks at it with his weapon of choice. It's the tank's job to engage all enemies and direct their attention on him. Taunt abilities, such as Threaten and Taunt (of course!), increase threat against a target and force that target to become more hostile toward the tank; you can never get a foe mad enough as a tank, so load up the threat and keep those enemies foaming at the mouth! Also, keep aware of the ever-changing battlefield, because it only takes one stray mob to veer toward one of your fellow DPSers (even worse, a healer) to turn an otherwise controlled fight into a free-for-all. Make sure you rope in all the enemies so others are free to aid the party as they should. Because all the damage is focused on you, carry a lot of health poultices and the best gear you can scrounge up. Good gear will mitigate damage, making the

healer's job easier and allowing you to go longer in fights, especially boss fights and ones where you handle several foes at once.

Healer



Harnessing great magical powers, a mage healer's primary role is that of savior in a group. They can deal some damage to enemies, but their focus is keeping the party members, and primarily the tank, alive. In any group setting, everyone staying alive is important but if the tank dies, everyone dies. So keeping the tank alive is critical. Secondary to that is keeping oneself alive. Many a healer has fallen in battle when they failed to tend to their own wounds. The healer may also apply buffs (bonuses) to their party that help them do more damage or defend better. One skill a healer needs to master is where to stand and when to move. Most of their magic requires them to remain motionless, yet on some fights, the party can be spread out so the healer needs to move to get within range. The healer has to balance running around and leaving enough time to heal everyone who needs it, while keeping the tank alive. Anyone can stand in one spot and heal. A truly skilled healer can move, heal, and buff with ease. Remember to watch your mana, and if you have to make tough choices, keep the tank alive first and yourself second. A dead healer is no use to the party.

Mage DPS



Some mages incinerate their enemies from afar, others freeze them solid or crumble the earth down around them. The end result is always the same: mass destruction. Their damage makes them extremely valuable in a party, but they also need to control their power, allowing the tank enough time to build up threat before they unleash their destruction. DPS mages do so much damage in such a spectacular way that they often attract unwanted attention. If an opponent gets too close, the mage, wearing only basic robes, could be done for. Mage spells also have decent range. If a mage stands far from the tank and draws the monster's threat, it becomes harder for fellow companions to save the mage. So the mage needs to stand in the right spot and learn the right spell timing. It often is not about how fast one can cast, but knowing when to cast.

Melee DPS



The rogue DPS character, or the non-tank warrior DPSer, relies on cunning and savagery to take down his target as quickly as possible. Melee DPSers are not built for long one-on-one fights like a tank, nor can they usually handle large groups of foes; however, they are excellent damage-dealers who offer support DPS in a party. After the tank engages and holds threat, a rogue DPSer can prowl unseen behind the enemy, then unleash crippling backstab blows to stagger the opponent. A warrior DPSer can dish out damage on the tank's target, then grab threat on a stray creature if it breaks from the pack. Because melee DPS characters have the talents to deal huge damage very quickly (especially critical strikes), they must be extremely careful not to pull threat away from the party's tank. This usually means holding back and not running through the best regimen of combos, except on boss fights or with one creature left standing. You may also choose to slow down your combos so you don't trigger them as quickly. Depending on your skill choices, a melee DPSer can add even more support damage through Poison-Making, Trap-Making, or certain usable items. A competent and poised melee DPSer can be the difference in your party between a long, drawn-out fight that teeters on the edge of failure and a quick, efficient boss execution.

Ranged DPS



Lightly armored but fast, the ranged DPS character adds similar firepower to the party as a mage DPS character. They can close and deal melee damage, but they are at their best when firing a barrage of arrows from afar. In addition to dealing out damage, the ranged DPSer can snare (slow down movement), stun opponents, and set up defensive fire. Because ranged DPSers have few ways to eliminate the threat they generate, they need to remain focused on when to attack and how hard to attack any given opponent. It is critical to their survival and group success that the monster stays focused on the tank. Make sure to bring health poultices to heal yourself and avoid getting the attention of the mobs.

Note: See the Classes chapter for how to spec each of the classes to exactly what you need to satisfy your party's demands.

Configurations and Engagement

The ideal party depends on a number of factors: nature of the encounter, size of the enemy group, play style, and more. Here are four configurations that serve in many all-purpose situations.

Balanced

Warrior (Tank)

Mage (Healing)

Rogue (Scouting, DPS)

Mage or Warrior (DPS)

Blitzkrieg

Warrior (Tank)

Warrior (Off-Tank)

Mage (Healing)

Rogue (DPS)

Control

Warrior (Tank)

Mage (Healing)

Rogue (DPS)

Mage (Crowd Control)

Unbalanced

Warrior (Tank)

Warrior (DPS, Off-Tank)

Warrior (Ranged)

Mage (Healer)

A balanced party contains a warrior as the tank, mage as the healer, rogue as the scout, and mage or warrior as support. This configuration spreads the talents around and prepares the group for any challenge. Some abilities overlap, which helps in cases where a companion may be overwhelmed at a critical time, or has already fallen in battle.

The "blitzkrieg" configuration emphasizes speed and damage over healing or defense. You carry at least two tanks on the team, a combat-oriented rogue for more damage and some light healing with a mage who also has offensive spells at his fingertips. This type of party plans to rip through one enemy group before a second can engage them; they don't have the defenses for prolonged fighting, so it's got to be swift or not at all.

Engagement 1: Enemy Group

The tank waits for the enemy front line and engages the toughest creature, or the center of an enemy swarm. His job is to hold threat from as many creatures as possible and deal damage as he can. The two DPS characters swing out and attack from the flank (or rear in the case of a rogue). Their jobs are to deal as much damage as possible, without drawing too much threat. The healer holds position in the rear and casts heals as needed to keep the party intact. In general, each companion should target the enemies the tank has and pick off the weakest ones first to reduce the enemy numbers against you.

A party that concentrates on control stands behind healing and crowd control abilities. You still need a warrior tank, and you need a dedicated healer, which falls to a spirit healer mage. The rogue lays down a lot of DPS, but must be flexible enough to off-tank once in a while or throw out some crowd control (such as a bard's Captivating Song). A second mage brings offense to the table, of course, but also spells like Grease and Crushing Prison that can slow or stop extra enemies from engaging. This particular party may enter long fights, battling for continued periods of time with solid healing and abilities that dictate when enemies confront them.

An unbalanced party may not share abilities optimally, but it can be a lot of fun nevertheless. The idea is to overbalance with a single class or strategy and pursue it to the max. You can generally get away with any combination, so long as you have a mage healer in the mix (parties without a healer won't do well unless you have unlimited health poultices at your disposal, and that gets very expensive). In this example, we have three warriors, fully armed and armored, who can charge into melee if there aren't any ranged threats, or engage and leave one warrior back to shoot down targets at range and act as bodyguard for the healer in the rear. A three-warrior group dishes out tremendous damage and has serious defensive resilience, even if it lacks the finesse of a rogue's touch or the all-out AoE firepower of a DPS mage.

We all know that the perfect combination of party members doesn't automatically means success. You have to apply your skills and react quickly to the challenges that will inevitably assault you during quests. Smart parties will identify which mobs they can handle and which they can't, and as long as you dodge or control the adds that wander in your direction, your team will thrive in style.

Engagement 2: Boss Fight

The tank waits for the boss to approach, or charges in if the boss has ranged attacks. His job is to keep the boss's attention focused on him and deal damage as he can. The two DPS characters swing out and attack from the flank (or rear in the case of a rogue). Their jobs are to deal as much damage as possible, without drawing too much threat. The healer holds position in the rear and casts heals as needed to keep the party intact, mainly healing the tank who will likely take big damage spikes from the boss. In general, each companion should go all-out with their best talents/spells as long as they don't pull the boss off the tank. Note that this strategy works the same for a single enemy of any kind; it will just fall that much faster if it's not a boss.

Let's take a look at a sample fight with a tank (warrior), healer (mage) and two DPSers (rogue, mage DPS). You've cleared a path to the boss, and now it's time to take the ugly mug down. Before you launch the first attack, make sure all characters have the proper gear, usable items, and talents ready to go.

As the tank readies his weapon, the healer throws a precautionary Regeneration on him, which serves as a little extra health at the start of the battle and absorbs a few shots. Only then does

the tank charge in and hit the boss with Taunt, or whack him a few time to activate Threaten, to draw the monster's attention for the first few seconds.

The mage DPSer holds his ground. He will out-damage the tank if he rains down destruction alongside the tank. The rogue circles behind the boss to get into backstab position (but not close enough for the boss to strike him with an AoE attacks). The tank rolls into his offensive routine, smacking the boss with his best chain of attacks.

After three or four tank attacks land on the boss, it's the DPSers' turn. The mage begins his offensive rotation of spells, while the rogue darts in and backstabs the boss. The rogue continues assaulting the boss unless he fears the tank will lose control or the boss will start pounding him with AoE.

Tip: A safe rule of thumb is to let the tank attack twice for every one of the DPSer's attacks, unless you need to race and finish off the boss very quickly.

If this were a full group instead of a single enemy, the roles would stay the same, except the party would generally concentrate damage on the weakest foe to reduce the numbers quicker. If there was a dangerous foe on the battlefield—for example, a genlock emissary casting spells—the tank may have to charge that foe with DPS following, unless the ranged DPSers can take it out.

Engagement 3: Strategic Retreat

Given time, all companions retreat to defensive positions in a doorway, corridor, or even a corner. If there isn't time, the tank holds the line with as many creatures as possible, while the group positions itself away from the swarm. If the tank can slowly retreat near the party, he should do so; otherwise, all other companion to use single-target ranged attacks. The tanks's job is still to hold threat from as many creatures as possible and deal damage as he can. The two DPS characters use ranged attacks, or may be forced to do the best they can head-to-head in melee with creatures. The healer holds position in the rear and casts heals as needed to keep the party intact. In general, each companion should target the enemies the tank has and pick off the weakest ones first to reduce the enemy numbers against you.

With the tank dealing steady damage, the mage and rogue supporting with lots of damage but not enough to draw threat away from the tank, and the healer concentrating Heals and Regenerations on the tank to keep him healthy, the party will take down the boss after a short fight. If the boss throws around a lot of AoE, or brings in enemy allies to the fight, the healer should launch a Group Heal whenever it's active to raise everyone's health.

It's important for every member of the group to keep the self buffs, group buffs, and debuffs up at all times! If it's about to drop, refresh it and continue your DPS on the boss. Group buffs/debuffs can have a dramatic effect over the course of a battle. Remember: Damage-reducing and damage-mitigating buffs can translate directly into heals and mana saved for your healer over the course of a fight.

In the end, though, a team effort, where the player knows the roles of each of his or her characters, will bring victory to a party of four even against dozens of enemies.

Tactics



Tactics are not just about figuring out the correct movement and attack procedure in a battle. In *Dragon Age: Origins* the Tactics screen is a tool used to customize your party's actions and reactions based on the current combat situation. You unlock more tactic slots for each companion by leveling up and spending skill points on Combat Tactics. The more tactic slots your companion has, the more "programming" you can do to have them behave appropriately in various predicaments when you aren't directly controlling them, or when you don't want to pause the game and would like your party to continue in real-time.

Tip: Even if you plan to always control your characters, there will be times in long battles where you can't manage them all at once, and tactics will kick into action. Set them anyway!

In the Tactics menu, each character has base preset options and behavior patterns from which to choose. First, set these to the appropriate play style for each character. For example, you should probably set your tank with a "defender" preset and a "defensive" or "default" behavior mode. A ranged DPSer might have an "archer" preset and "ranged" behavior mode.

After the base preset and behavior mode is selected, each character has a number of customizable slots, which really open up your combat options. The first tactic slot will be the first priority and so on down the slots in descending priority order. You can choose options that affect your self, ally, enemy, individual party member, or controlled party member. Tactics can trigger actions based on status (rooted, slowed, grabbing, movement impaired), health percentages, mana or stamina levels, armor type, type of attack, surrounded by enemies, and

more. Once conditions are met, you can deactivate and activate whatever combination of talent/spells you desire. For example, you can set one slot to check if you are surrounded by at least two enemies and then activate Captivating Song, or set your final slot to always switch to your melee weapon if all spell options are exhausted. Remember to save your new preset as a Custom save for future use.

Basic Tactics



Choose the following options for the basic tactic combos. Experiment with various conditions to get exactly what you want on the battlefield.

Attack: Enemy, condition (such as nearest or magic-using), Attack (or activate a specific talent/spell)

Defense: Self, condition (such as low health or being attacked), Use Ability or Use Mode (any defensive talent or spell)

Aid Ally: Ally, condition (such as low health or being attacked), Use Ability or Use Mode (any defensive talent or spell)

Use Potion (or any item): Self, condition (such as Health < 50%), Use health poultice (most powerful or least powerful)

Let's take a look at how you could program a balanced party of warrior (tank), mage (healer), rogue (DPS and crowd control), and mage (ranged DPS):

Warrior (Tank)

Preset: Defender

Behavior: Defensive

1. Self: Any (Activate: Threaten)

2. Self: Being attacked by a ranged attack (Activate: Shield Cover)

3. Self: Surrounded by at least two enemies (War Cry)

4. Enemy: Health >= 75% (Shield Bash)

5. Enemy: Health >= 50% (Overpower)

6. Enemy: Nearest Visible Mage (Holy Smite)

* * *

1. The warrior activates Threaten at the start of each battle to direct all future threat at himself.

2. If enemies are attacking at range, the warrior activates Shield Cover (instead of standard Shield Defense).

3. This warrior is a champion. When surrounded by more than a single enemy, he triggers War Cry. If he also has Superiority, this combination may knock enemies off their feet in addition to buffing companions.

4. Against a healthy opponent, the warrior first tries Shield Bash to stun the enemy.

5. Against a moderately healthy opponent, the warrior tries Overpower second to chip away at health.

6. This warrior is also a templar. Whenever he spots an enemy mage, he casts Holy Smite to smack the spellcaster with spirit damage and drain the caster's mana.

Mage (Healer)

Preset: Healer

Behavior: Defensive

1. Self: Being attacked by a melee or ranged attack (Activate: Rock Armor)

2. Self: Mana or Stamina < 50% (Group Heal)

3. Self: Mana or Stamina < 25% (Use Lyrium Potion)

4. Self: Health < 75% (Heal)

5. Self: Health < 75% (Regenerate)

6. Ally: Health < 75% (Heal)

7. Ally: Health < 75% (Regenerate)

8. Ally: Mana or Stamina < 25% (Rejuvenate)

9. Enemy: Target using ranged or magic attack (Earthquake)

10. Enemy: Target of Alistair (Switch to ranged weapon)

* * *

1. If an enemy targets the healer, she will activate Rock Armor for protection.

2. This is a timer effect. You don't want to cast Group Heal early in the fight or it will be mostly useless. Once the healer's mana drops below 50 percent, the tactics will check to cast Group Heal. As soon as its available for the rest of the battle (unless the healer gains mana above 50 percent), Group Heal goes off.

3. Once the healer's mana drops below 25 percent, the healer quaffs a lyrium potion to replenish mana.

4. The healer checks for damage on herself. If health is below 75 percent, she casts Heal on herself.

5. If Heal isn't available due to cooldown, or the healer's health is still below 75 percent, she casts Regenerate on herself.

6. The healer checks for damage on an ally. If health is below 75 percent, she casts Heal on the ally.

7. If Heal isn't available due to cooldown, or the ally's health is still below 75 percent, she casts Regenerate on the ally.

8. If an ally's mana or stamina drops below 25%, the healer casts Rejuvenate to replenish mana or stamina.

9. If all healing options are clear, the healer switches into offensive mode and casts Earthquake (or your favorite AoE spell) at a ranged or magic-wielding enemy. Avoid casting on melee targets or else you may catch your party members in the AoE. To counteract this problem, you can switch to a single-target spell such as Stonefist.

10. If mana is exhausted, or there are no ranged enemy targets, the healer uses her staff to fire at the tank's enemy.

Rogue (DPS)

Preset: Scrapper

Behavior: Default

1. Self: Any (Venom)

2. Self: Any (Dueling)

3. Enemy: Target of Alistair (Pinpoint Strike)

4. Enemy: Target rank is elite or higher (Upset Balance)

5. Self: Being attacked by a melee attack (Dirty Fighting)

6. Enemy: Target of Alistair (Attack)

* * *

1. The rogue coats his weapon with poison at the start of the fight for extra DPS.

2. The rogue is a duelist. He activates Dueling for added bonuses.

3. Once he is in position, the rogue will attack the tank's target with a series of critical blows.

4. If the enemy is ranked above the normal foe, the rogue will try to stun the foe with Upset Balance.

5. If an enemy attacks the rogue in melee, he'll stun it with Dirty Fighting.

6. When he's out of special options, the rogue will always attack the tank's target.

Mage (DPS)

Preset: Damager

Behavior: Ranged

1. Self: Surrounded by at least two enemies (Mind Blast)

2. Enemy: Target between medium and long range (Fireball)

3. Enemy: Target rank is elite or higher (Crushing Prison)

4. Enemy: Target rank is elite or higher (Paralyze)

5. Enemy: Target using magic attack (Mana Drain)

6. Enemy: Nearest visible (Lightning)

7. Enemy: Nearest visible (Arcane Bolt)

* * *

1. If surrounded by more than a single enemy, the mage defends himself by stunning enemies with Mind Blast.

2. The mage casts a medium- or long-range Fireball at the enemy.

3. If a foe is ranked higher than normal level, the mage attempts to root it with Crushing Prison.

4. If a foe is ranked higher than normal level, and Crushing Prison failed, is on cooldown, or there is a second opponent who fulfills the conditions, the mage attempts to root it with Paralyze.

5. If the mage spots an enemy spellcaster, he will sap its mana with Mana Drain.

6. Otherwise, the mage will chose the nearest target and blast away with Lightning (or your favorite single-target spell).

7. If Lightning is on cooldown, the mage will hit the nearest target with Arcane Bolt (or another single-target spell).

Companions

In Ferelden, you can only trust a few adventurers with your life, and even with the ones who volunteer to stand with you against the Blight cannot all be trusted. Companions are your allies in battle, the NPCs who team with your PC and who you control on your quests. Choose companions based on your PC's needs. If you play a mage, you will definitely need a warrior like Alistair, possibly a rogue like Leliana, and maybe another warrior like Sten or another mage like Wynne for healing if you concentrate on DPS.

You run into only a handful of companions on your travels, as they are scattered from Ostagar to Orzammar. Know them well, for they are as vital as your own flesh and blood.

Grey Warden Companions

Companion	Class	Location
Alistair	Warrior	Ostagar
Dog (Mabari)	War Dog	Ostagar or Human Noble Origin
Leliana	Rogue	Lothering
Loghain Mac Tir	Warrior	Landsmeet
Morrigan	Mage	Korcari Wilds
Oghren	Warrior	Orzammar
Shale	Warrior	Downloadable Content
Sten	Warrior	Lothering
Wynne	Mage	Circle Tower
Zevran Arainai	Rogue	Random Encounter

Understanding Companions

Companions aren't simple NPCs who point you toward the next quest; they think, have opinions, fall in and out of favor with your decisions, and level along with you. Without companions, you would be a one-person party.

To grasp the intricacies of companion interaction, read through the following pages and familiarize yourself with what works and what doesn't work for your current party make-up. After companion basics, each companion receives a dedicated section with everything you need to know about your favorite ally. The Supporting Cast chapter details other famous

characters of the land; consider it a list of the important NPCs and relevant game info to aid you on your quests.

Approval Ratings

Your approval ranges from -100 to 100, with all companions beginning at zero when you first meet them. The higher the approval rating, the more the companion enjoys your company and will be willing to follow your lead. A low approval rating equals a disgruntled companion, and one who might walk out on the group at any moment. In most cases, the approval rating caps at 74 unless you are either "friendly" or in a romance with a companion. You can warm up to companions by talking with them every chance you get and exploring all their dialogue options; you get a friendly rating with a companion by doing each NPC's personal quest.

Approval Chart

Your approval rating with companions ranges from -100 to 100. However, you can only get to max positive approval if you are either "friendly" or having a romance with the companion. You can get "friendly" if you do each companion's personal quest.



Gifts

You can give some specific items from your inventory to companions to increase approval. All gifts can be given to all companions, but each companion prefers a specific type of gift that gives a higher approval rating if you match companion and gift appropriately. Dialogue can also be initiated based on gifts being given, and is a component of the romance dialogues with some of the party members. See the Items chapter for the complete listing of all gifts and matching companions.

Companion Gifts

Whenever you hand a gift to a companion (drag it from the inventory to the appropriate companion picture on the left), the item disappears from party inventory permanently. An item thus given provides a bonus to that character's approval rating (from +1 to +10) based on the following rules:

Base approval bonus: +5

If companion likes the gift: +5

For every gift given before: -1

If the companion's approval is negative at the moment of gifting: half the value of the bonus

Minimum approval bonus: +1

Only certain items labeled as "gift" can be given for approval rating boosts. Giving the wrong gift to the wrong companion will raise the companion's approval by only half of what it would. Certain gifts that are "plot" are given back to the player if they are given to the wrong character. When you donate gifts to companions, listen for the audio clue and watch for the rising heart that displays the approval bump number. Because there are limited gifts in the game, don't just give them away randomly; it's always better to hear a "Wow!" than a "Thanks, I guess."

Companion Quests

Most companions have a personal quest that you can help them undertake. Some are more involved than others. For example, you have to slay a dragon in Morrigan's personal quest, but only knock on a door with Alistair for his. Complete all your companions' quest if you can, because this will solidify your friendship with them. See the individual companion sections for how to unlock each one.

Romance

You can romance four of the companions in the game: Alistair (female PC only), Leliana (male or female PC), Morrigan (male PC), and Zevran (male or female PC). Some companions are easier than others to heat things up with. Alistair and Zevran, for example, are more likely than the women to be interested in what you have to say if you're of the preferred gender. If you can advance the romance far enough, sleeping with them is possible, though only once and it will

happen at party camp. See the individual companion sections for tips on how to seduce a partner.

You can try to two-time by starting a romance with a second character while romancing another. However, the older romantic interest will eventually confront you about it, and then you'll have to decide on one relationship or the other. Once you are cut off from a romantic partner, you are cut off for good and will lose your friendly status.

Plot Abilities

Companions can be inspired by your leadership. If you increase a companion's approval rating high enough, they will gain one of several bonuses to their primary attribute. For example, a warm Wynne will gain "Inspired: Minor Willpower" and a warm Alistair will gain "Inspired: Minor Constitution." There are four levels for the plot abilities—minor, moderate, major, and massive—and each upgrades the bonus the companion gets to an attribute, so keep pumping up the approval rating of the companions you prefer to travel with, and they'll become better party members. Plot abilities can degrade, though, if you lose sufficient approval with a companion.

Crisis Moments

When talking to the companions, or if you make decisions in the game that are contrary to a companion's goals, the companion will definitely not approve. If they disapprove, you lose approval rating and they will certainly have words with you.

When you are in a romance, the companion may break up with you. If you aren't in a romance, or if it continues after the romance is over, they will reach a "crisis" point where they say they have to leave. You still have a chance to talk them out of it, and if you're successful, they will stay. But if they reach crisis for a second time it's over. The companion will leave for good. See the individual companion sections for the crisis moments and how to avoid them.

Alistair

Alistair is the newest Grey Warden (besides the player). He's been sent to guide you and the other Grey Warden candidates through the Joining process. Over time, the player will find out that Alistair was a templar before he was a Grey Warden, a ward of Arl Eamon of Redcliffe before that, and eventually, it will be revealed that he was the illegitimate child of King Maric and a serving girl, and thus is theoretically heir to the throne. You meet Alistair in Ostagar after Duncan brings you to King's Camp. Alistair remains in your party until the end of the Landsmeet; you cannot ask him to leave, nor will he take offense and leave, even if your approval rating plummets. He's a fellow Grey Warden and will stick with you as long as his heart can bear it.

Alistair at a Glance



~ Class ~

Warrior

Main Tank: Because you meet with Alistair earliest in the game, and he's already fully vested in the Weapon and Shield school, which is ideal for tanking, you can groom your fellow Grey Warden to lead the team into battle. Stay with the tanking talents in Weapon and Shield as your priority, and you will probably keep Alistair in your active party the entire adventure.

~ Starting Talents ~

Templar: Righteous Strike

Warrior: Powerful

Weapon and Shield: Shield Bash, Shield Pummel, Shield Block, Shield Cover

~ Location ~

Ostagar, King's Camp

~ Unlock Condition ~

When you arrive at Ostagar, Duncan asks you to seek out Alistair, a fellow Grey Warden. Once you talk to Alistair, he joins your party and will stay with you for the duration if you choose.

Combat Advice

Alistair will most likely be your party's tank. If your main PC happens to be a tank, and you want to switch Alistair to DPS, immediately alter his talent choices out of Weapons and Shield and into Two-Handed or Dual Weapon. Otherwise, concentrate most of your early talent points on the Warrior school (Threaten, Taunt) and Weapons and Shield to make sure he can hold threat and absorb lots of damage from enemy attacks. In melee, Overpower and Assault should be staple offensive talents for Alistair, while Shield Tactics is crucial to avoid flanking damage.

If Alistair is your tank, he will charge smaller enemy groups, unless you have an ambush staged. Give him a few moments to build up threat, and he should always bash the most dangerous target so that target doesn't go in search of someone else. Don't stress over damage output with Alistair; his job is to hold the enemies and suck up damage while the party's DPS-oriented members chop them down. Load Alistair with the best medium or heavy armor available (possibly even better than the armor you give the PC). He should wield a fine blade (main hand only; his off hand should hold a shield) to inflict good damage and further increase threat against his targets. In his secondary weapon slot, give Alistair a crossbow for long-range combat. Your healer will usually target Alistair for heals, but just in case, you should always keep a good supply of health poultices for emergencies.

Dialogue Choices

As with any companion, Alistair has dialogue choices whenever you interact with him, and sometimes he will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific and camp-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

Alistair has dialogue in the Fade and dialogue for the "Captured" quest in Denerim.

He has dialogue to discuss Anora and the player's preference for how he should handle the throne.

He has Arl Eamon–related dialogue (see the Camp-Specific Dialogue section).

Alistair can be convinced to sleep with Morrigan during the final battle to save the lives of the Grey Wardens while killing the archdemon. If you are still in love with/care about/are friends with him, be sure to reiterate this, or ask for his trust; remind him that it will save your life. Ask

him, "What if there were a way to avoid dying tomorrow?" It will be easiest if you lie to him. Don't tell him there's a child involved, but try not to play on his distrust of Morrigan too much; avoid the questions as much as possible. Ask him to trust you, or tell him that you believe it's the right thing to do. This is slightly easier if he is changed during his personal quest to meet his sister.

Camp-Specific Dialogue

Alistair will initiate conversation in camp a number of times:

After cutscenes about the dragon (dreams the player is having), he'll tell you how Grey Wardens feel and how they see the darkspawn and the archdemon in their dreams. At one point, darkspawn will attack after one of these dreams.

Alistair will ask to talk about what happened at Redcliffe with Connor and Isolde. If you killed Connor or Isolde, he will be upset and you will lose 20 approval points.

If Alistair is in love with you and you have yet to ask him to sleep with you, he will initiate the conversation, and ask you to have sex with him. It's very sweet and romantic. You can, of course, turn him down at this point.

Alistair's crisis mode will be initiated in camp. He won't leave you, but he will want to talk about it.

All sex-related dialogue with Alistair is in camp, naturally, except the threesome with Isabela (see the Romance section).

Highlights

Alistair may teach the templar talents if he warms up to the PC.

Alistair is sweet, funny, and cute, and has an excellent voice. He likes a bit of teasing, and occasionally doesn't mind being ordered about. Unless hardened, he is very uncomfortable with the idea of being in command, and will surrender to your will even though he is the senior Grey Warden.

Alistair loved Duncan like a father; say nice things about him to gain his approval.

Isolde may not have been kind to Alistair, but that doesn't mean he wants her or her son dead. Killing either Connor or Isolde in the Arl Eamon plot will mean a large decrease in his approval rating, no matter how much they might deserve it. You can, however, make a deal with the demon inside of Connor to become a blood mage and avoid the approval penalty (see the "Arl of Redcliffe" walkthrough).

Alistair is fairly religious and poisoning Andraste's ashes will not go over well with him (see the "Urn of Sacred Ashes" section of the walkthrough).

Alternately, sparing Loghain's life at the end of the Landsmeet will not go over well. King or no, Alistair will leave the party forever if you let Loghain live as a Grey Warden.

He's the illegitimate son of King Maric! If you romance him (and you are a human), you could potentially be queen!

Personal Quest

From the beginning in Ostagar, keep talking to Alistair whenever he has anything new to say. Ask him about the Joining after going through it, ask him about the Grey Wardens, etc. Eventually, he talk about his sister Goldanna if you adhere to the following steps:

He'll reveal he has a sister if his approval rating is warm or higher, and he has told you the truth about his family background.

In Denerim at her house, he'll recognize the door (it's the door next to Wade's Emporium in the market district).

Go in and talk to his sister, Goldanna. She is rude and heartless, asking for money and offering none of the familial affection for which Alistair was hoping. Afterward, you can calm Alistair down, or harden him up.

If you calm him down, he'll continue to be a nice guy. It will become much harder to convince him to become king at the Landsmeet, either with or without Anora or yourself at his side.

If you want to harden him, select the dialogue option, ""Everyone is out for themselves. You should learn that." When you talk to Alistair next, so long as you don't say, "That's not what I meant. Don't do that!" Alistair will be changed. This will make it easier to convince Alistair to take the position as king, with or without Anora or yourself as queen. It will also make it easier to engage in a threesome with Isabela (see the Romance section).

Romance

Romantically speaking, Alistair prefers women to men. However, that doesn't stop Zevran from hitting on him. Alistair is demure and inexperienced, and will likely shy away the first time you proposition him, but he'll eventually join you in your tent when he adores the player sufficiently. Alistair wants to feel that he is special to the player, that he is necessary; he responds well to flirting, to talk of love, and to perhaps a bit of bossiness on the player's part. ("Just follow my lead, Alistair.") He responds very badly to being mocked, particularly in intimate moments. Alistair's approval increases are generally very small because there are so many ways to gain them.

To romance him as a female PC, get Alistair to tell you about his past as a templar. Mention how handsome he is, or tell him you like him for who he is, or any one of many choices. He's not that hard. After he's interested, ask him to join you in your tent at camp. If he's interested, and you're very gentle, he will say yes.

Tip: When he becomes very close to the player, he will offer the player a rose as an expression of his affections. The player may accept it or not.

At the Pearl in Denerim, there is a duelist named Isabela who is acquainted with Zevran. If you are in a romance with Alistair and bring him to the Pearl, and you have hardened Alistair's personality, he will join you in a threesome if that's something you're into.

Gifts

Alistair's Mother's Amulet and Duncan's Shield will each initiate a specific conversation with Alistair, in which it is possible to gain further approval. Duncan's Shield will also be transformed into a real object and equipped on Alistair's person, once given. The part of the Market Warehouse that holds the shield will not open up until after the Landsmeet plot begins; it is part of a Denerim side quest.

Gift	Found In	Location
Alistair's Mother's Amulet	Desk	Castle Redcliffe: Main Floor
Black Runestone	Chest	Aeducan Thaig
Duncan's Shield	Armor Stand	Market Warehouse
Onyx Demon Statuette	Pile of Bones	East Brecilian Forest
Small Carved Statuette	Crate	Lothering
Stone Dragon Statuette	Chest	Castle Redcliffe: Upper Floor
Stone Warrior Statuette	Pile of Dragon Filth	Caverns (Haven)
White Runestone	Abomination	Third Floor of Circle Tower

Crisis Moment

Certain game choices will force a companion to reconsider you as their ally. For Alistair, at the end of the Landsmeet you have a choice to mete out justice to Loghain or allow him to join your group to defeat the archdemon. If you let him join your group, Alistair will be appalled and leave the party for good. The only way to keep Alistair is to punish Loghain for his crimes.

Dog

You gain your Mabari war dog in one of two ways: 1) a small side quest in the Human Noble origin story; or 2) talk to the Kennel Master in Ostagar and complete the "Mabari Hound" side quest. If you choose to ignore these side quests, you won't have the dog in your party for the rest of the game. When the Mabari war dog first joins the party, you can name him whatever you like (for purposes of the guide we'll call him "Dog"). There may be better warriors to take in your party, but he is a tough combatant, and you don't have to worry about approval rating with him: Dog is always 100 percent loyal.

Ask Dog to fetch things in every area of the game. Sometimes he'll bring back some strange things...

Dog at a Glance



~ Class ~

Warrior

DPSer: Dog may be limited with gear and abilities, so other warriors, such as Alistair, will make better tanks, but he can deal decent damage with those canine teeth.

~ Starting Talents ~

Dog: Growl, Dread Howl, Fortitude, Charge

~ Location ~

Castle Cousland or Ostagar

~ Unlock Condition ~

Side quests in the Human Noble origin story or Ostagar unlock your Mabari friend.

Combat Advice

Even though his Dog talents are few, they can pack a punch in combat. Don't underestimate them, especially because they have no attribute or level restrictions. Dread Howl delays nearby enemies with an AoE stun; Combat Training boosts critical chance, attack, and armor; and Overwhelm puts targets on the ground and deals a series of hits. Shred is vicious, dealing an automatic critical strike on a successful hit and bleed damage over time. When you reach Nemesis, Dog gains bonuses to health and health regeneration; he can now absorb a ton of damage. Dog should follow your party tank's lead and deal DPS to the mobs. Attack from the side or rear for maximum effectiveness, and, as you may expect from a dog, he makes the perfect bodyguard to protect weaker party members.

Alas, because other warriors have so many more talents and so many more equipment slots, Dog can be outstripped in the long run by veteran warriors. Early in your career, though, he's very useful as a second warrior.

Equipment

Dog's only equipment is kaddis (battle tattoos) and a dog collar. There are many different types to be found in stores and loot across the game, each offering different increases to his abilities and defenses.

Highlights

Dog gets a health boost if you ask him to clean up your gore.

Dog will bring you random objects if you ask him if he sees something interesting; some of them can be used as gifts to other companions. Once he brings you a child. Once he brings you cake. Have fun with it.

Because he has been "imprinted" on you, Dog will always love you 100 percent, no matter what. Thus, gifts are unnecessary, but he'll be grateful nonetheless.

If you pet Dog, sometimes he'll roll around in the dirt. It's adorable.

Dog gets different reactions from different companions. Be sure to start conversations with Dog in camp from time to time for some surprises.

Dialogue Choices

The only plot-specific dialogue Dog has outside of the Human Noble origin is in the Fade. Other companions can have conversations with Dog if you talk to him in camp, but he doesn't have any self-initiated dialogues in camp.

Gifts

Simply put: Dog loves bones. You can give other companions a small approval bump with one of the game's bones—and yes, Dog doesn't need to be any more loyal than he is—but can you really do that to the poor beast?

Gift	Found In	Location
Beef Bone	Sacks / Chest	Ostagar / Templar's Quarters in Circle Tower
Lamb Bone	Chest	Castle Redcliffe: Main Floor
Large Bone	Corpse	Village Store (Haven)
Ox Bone	Rubble	West Brecilian Forest
Veal Bone	Chest	Run-down Apartments (Denerim Alienage)

Leliana

A lay sister of the Chantry who can beat the stuffing out of trained mercenaries would be notable enough, but one who also claims to have been sent to fight the darkspawn by the Maker Himself is...unusual to say the least. There's more to Leliana than had even been apparent at Lothering, however. She spent much of her life as a bard in Orlais: a minstrel, assassin, and spy employed by the nobles of Val Royeaux in their elaborate games of intrigue.

Leliana at a Glance



~ Class ~

Rogue

Lockpick Extraordinaire: Build up Leliana's lockpick skills to open locked chests and doors. Once you get up to Device Mastery at level 12, she will be invaluable for entering areas you wouldn't have had access to without her nimble fingers. She can shoot a bow better than anyone else in the group.

~ Starting Talents ~

Bard: Song of Valor

Rogue: Dirty Fighting, Below the Belt, Deft Hands, Improved Tools

Archery: Pinning Shot, Crippling Shot, Rapid Shot, Shattering Shot

~ Location ~

Lothering

~ Unlock Condition ~

When you enter Dane's Refuge in Lothering, Leliana will join up with you after you smack around some mercenaries causing a ruckus.

Combat Advice

Arm Leliana with a pair of daggers and let her Dual Weapon talents kick in. At higher levels, you can equip her with rune-slotted daggers and load up on damage bonuses to really shred through targets. She has the basics to be a quality archer from the start, and you can pour more talent points into Archery if you want to develop her as a ranged expert. However, concentrate most of your talents in the Rogue school and the bard specialty. The Rogue talents can improve her backstab, which is really where she shines against enemies, and the bard talents help with crowd control. Once you reach Captivating Song, Leliana can single-handedly lock down a handful of foes, which is an exceptional ability when swarmed by several difficult assailants.

In combat, let the other companions lead and Leliana will gladly follow. She can either shoot at range with her bow, or wait a few seconds for the field to set and then maneuver in for flank attack or backstab tries from the enemy's rear. You want her to move quickly, so don't overload her with armor; top-notch leather is probably her best option or else the fatigue penalty gets too harsh and she won't get off as many abilities.

Dialogue Choices

As with any companion, Leliana has dialogue choices whenever you interact with her, and sometimes she will initiate a topic. However, at important points in the game, you should know about plot-specific and camp-specific dialogue that could change the game for your companion. Listen to all her stories to know more about her (and to increase your approval rating). If your approval gets high enough, she will even sing a whole song just for you.

Highlights

Leliana may teach the bard talents if she warms up to you.

Leliana is very religious and chooses the morally proper path in most cases.

Despite her religious upbringing, Leliana is not all that she seems. Complete her personal quest to discover the truth.

Leliana doesn't enter relationships lightly. She must have an approval of 100 to be in love with you and consider inviting you to her tent.

Personal Quest

Similar to Alistair and his personal quest with his sister Goldanna, you can "change" Leliana to be a tougher, sterner person by encouraging her to stay an assassin when the dialogue opportunity arises. If you tell Leliana that she is a natural killer and shouldn't fight it, she will "change" her demeanor and become more accepting of events such as you sleeping with Isabela. Changing her also affects her clothing at the end of the game: normal Leliana will appear in Chantry robes, while changed Leliana will appear in leather.

To embark on Leliana's main personal quest, you must do the following, in order:

Talk to her in camp and eventually ask her, "What would someone like you be doing in Lothering's Chantry?" She will bring up being a minstrel.

Get Leliana's approval rating to warm (approval 25+).

Talk to Leliana in camp about how minstrels are sometimes spies.

Leave the camp and come back to the camp. Talk to Leliana again (must still be warm approval). She'll talk about how she lied about Orlais.

The next random encounter should be Leliana's assassin's encounter. The last human male surrenders when you beat him, and he'll talk about who sent him. You can decide to kill him or not, then leave the encounter and Leliana will talk. She will tell you all about a former love interest, Marjolaine.

Romance

Leliana may be difficult to start a relationship with; however, she will with either a male or a female (male is easier). If you are male, when you talk to Leliana initially about her time in the cloister, you just have to talk to her in camp. You don't even have to be at warm. Follow these dialogue choices:

"I'd like to talk."

"What was someone like you doing in Lothering's Chantry?"

"You know, a beautiful charming woman like yourself."

"Those initiates can't have been more lovely than you."

Romance will be started.

If your approval is 50+ with Leliana and you are female, you can talk to her in camp she'll say (only once), "I...have I ever told you I really like the way you wear your hair?" Respond with the following dialogue choices:

"My hair? Thank-you."

"Dear Maker!"

"Well we are friends aren't we?"

"And do you enjoy the company of other women?"

"I think I might giggle and maybe look coy?"

Romance will be started.

If you finish the Marjolaine personal quest, talk to Leliana. She'll say something like, "I know that look—you have something on your mind don't you?" Respond with the following dialogue choices:

"We need to talk."

"Are you feeling better?"

"Er, I think I see what you mean."

"She was special to you wasn't she?"

"I'm sorry it ended so badly."

"Everyone changes unfortunately."

"I can only hope to one day be as special as she was to you."

Romance will be started.

If you're looking to seduce Leliana, you have to be in a romance with her and she has to be in love with you, which means you have to have your approval at 100. Talk to her in camp. If she gives you the line, "It has been some time since I left Lothering. When I stepped out of the cloister I had no idea where my path would lead." Keep being nice and eventually she'll invite you to her tent. This only happens once.

Gifts

Leliana enjoys higher-priced religious jewelry or a random critter. Some personal dialogue will open up with Leliana if you give her Andraste's Grace or the nug, which can be acquired from a young dwarf in Orzammar's Dust Town, but only after Leliana mentions that she finds "those little bunny pigs adorable." Take advantage of these gifts because you want her approval high if you plan on starting a romance.

Gift	Found In	Location
Andraste's Grace	Flower	Redcliffe Village (near mill), West Brecilian Forest, or Elven Alienage (near giant tree)
Bronze Symbol of Andraste	Chest	Lothering Chantry
Chantry Amulet	Templar Corpse	Senior Mage Quarters in Circle Tower
Etched Silver Symbol	Ruck	Ortan Thaig
Golden Symbol of Andraste	Legnar's Store	Orzammar Commons
Nug	Nug Wrangler	Orzammar Commons
Silver Sword of Mercy	Dwarven Vendor	Random Encounter

Steel Symbol of Andraste	Chest	Brother Genitivi's Home in Denerim Market

Crisis Moment

Certain game choices will force a companion to reconsider you as their ally. At the end of the "Urn of Sacred Ashes" quest, you have the option of destroying the ashes. If you choose to do this, Leliana will turn against you (as will Wynne if she is in the party).

Loghain Mac Tir

Note: The only chance to have Loghain as a companion is to spare his life after the Landsmeet and force him to do the Joining and become a Grey Warden. If you do this, Alistair will leave the party forever.

During the battle at Ostagar, he fled the field, leaving King Cailan and the Grey Wardens to die. His actions sparked a civil war. Loghain's supporters found themselves fighting their neighbors who blamed Loghain for the death of the king, as well as those who simply wished to take advantage of the power vacuum. He was defeated in single combat at the Landsmeet, and sentenced to undertake the Joining ritual. He survived, and rejoined the fight for Ferelden as a Grey Warden.

Loghain at a Glance



~ Class ~

Warrior

Tank: As a replacement for Alistair, Loghain can do just fine with his Weapon and Shield talents, plus his champion specialization.

~ Starting Talents ~

Champion: War Cry, Rally, Motivate, Superiority

Warrior: Powerful, Threaten, Bravery, Precise Striking, Taunt, Disengage, Perfect Striking

Weapon and Shield: Shield Bash, Shield Pummel, Overpower, Assault, Shield Block, Shield Cover, Shield Tactics, Shield Mastery

~ Location ~

Royal Palace in Denerim

~ Unlock Condition ~

You must first defeat Loghain in combat after the Landsmeet, then invite him to join the Grey Wardens.

Combat Advice

Loghain will most likely be your party's tank after Alistair leaves the group. Concentrate most of your talent points on filling out the Weapon and Shield school and picking up Death Blow from the Warrior school. You want to make sure he can hold threat and absorb lots of damage from enemy attacks. In melee, Overpower and Assault should be staple offensive talents for Loghain, while the War Cry/Superiority combo will flatten enemy groups.

If Loghain is your tank, he will charge smaller enemy groups, unless you have an ambush staged. Give him a few moments to build up threat, and he should always bash the most dangerous target so that target doesn't go in search of someone else. Don't stress over damage output with Loghain; his job is to hold the enemy and suck up damage while the party's DPS-oriented members chop down the enemy. Load Loghain with the best heavy or massive armor available (possibly even better than the armor you give the PC), and he should wield a fine blade (main hand only; his off hand should hold a shield) to inflict good damage and further increase threat against his targets. In his secondary weapon slot, give Loghain a crossbow for long-range combat. Your healer will usually target Loghain for heals, but just in case, Loghain should always stock 5–10 health poultices for emergencies.

Highlights

Although he was once your sworn enemy, desperate times call for desperate measures. With the Joining, Loghain becomes a Grey Warden.

If you can warm up to Loghain, he may teach you the champion specialization.

He's Queen Anora's father, and you get on the queen's good side by keeping her father alive after the Landsmeet.

Loghain may be obnoxious, but he's no slouch in combat. Let him carry the lion's share of melee duties.

Dialogue Choices

You and Loghain probably won't be too chatty leading up to the battle against the archdemon. Talk to him at camp only if you want to gain some approval.

Gifts

Loghain loves maps. If you find anything historical, give it to Loghain for a bump up in approval.

Gift	Found In	Location
Ancient Map of the Imperium	Wonders of Thedas Store	Denerim Market District
Botanist's Map of Thedas	Chest on Main Floor (after the Landsmeet)	Castle Redcliffe
Current Map of Ferelden	Alarith's Store	Elven Alienage in Denerim
Map of the Anderfels	Gorim	Denerim Market District
Map of Occupied Ferelden	Chest in the Upper Floor Guest Room	Redcliffe Castle

Morrigan

Her mother claims to be Flemeth. If that's true, the Morrigan might well be a very powerful witch, for the tales of the daughters of Flemeth tell of twisted, monstrous women who can kill a man with fear. She was made to accompany the surviving Grey Wardens; the payment, Flemeth said, for saving their lives at the Tower of Ishal. Morrigan is the offensive-minded companion mage.

Morrigan at a Glance



~ Starting Attributes ~ ~ Class ~

Mage

DPS Mage: Increase Morrigan's spells in Primal and her shapeshifter specialization to deal more damage in combat.

~ Starting Talents ~

Shapeshifter: Spider Shape

Primal: Winter's Grasp

Spirit: Mind Blast

Entropy: Vulnerability Hex, Disorient, Horror, Drain Life, Death Magic

~ Location ~

Korcari Wilds

~ Unlock Condition ~

When you seek out the Ancient Treaties in the Korcari Wilds, Morrigan will find you. After the battle at the Tower of Ishal, Morrigan will join your party.

Combat Advice

Morrigan's early spells open up possibility for future combat dominance. Start out with the Cold chain and get to Cone of Cold and Blizzard as soon as you can. After Mind Blast, increase your defense tenfold with Force Field, then inch up to gain Crushing Prison for a powerful single-target root/damage spell. Build on her Entropy spells also and pick up Sleep, Waking Nightmare, and Death Cloud. Don't forget, you can get Bear Shape at level 8, Flying Swarm at level 10, and Master Shapeshifter at level 12.

Most mages must stay in the rear to be effective. Not necessarily with Morrigan. Use her ranged spells early, until your mana is low or the enemy engages in melee, then switch to one of your specialization forms and deal effective melee damage. Your spells are more powerful, but it's a nice luxury to be able to adapt to the ever-changing combat dynamics.

Dialogue Choices

As with any companion, Morrigan has dialogue choices whenever you interact with her, and sometimes she will initiate a topic. However, at important points in the game, you should know about plot-specific and camp-specific dialogue that could change the game for your companion. Listen to all her tales to know more about her (and to increase your approval rating), but be careful, Morrigan is quick to disapprove if you don't agree with her cynical and judgmental views.

Highlights

Morrigan may teach the shapeshifter specialization if she warms up to you.

Listen to her banter with Alistair on party walks. It's quite amusing.

Morrigan's mother, Flemeth, and Morrigan play a crucial part in the beginning and end of your journey. Don't cause her to leave too early.

A loner, Morrigan stands away from the others in the corner of camp. Seek her out by her own little camp area if you want to chat.

Personal Quest

To embark on Morrigan's personal quest, you must do the following, in order:

Retrieve the Black Grimoire from Irving's room in the "Broken Circle" quest. Give the book to Morrigan.

Become warm with Morrigan.

Finish "Broken Circle" quest line.

Go back to camp and she'll disclose how she's learned about her past, and how you have to kill Flemeth. Accept.

Leave Morrigan at camp and do not include her in the party. Return to Flemeth's Hut.

Talk to Flemeth. Tell her you are here to kill her.

She'll transform in a dragon. Kill her. (Have fun!)

Flemeth will have a key on her. Grab the key and open the door to her hut. Open the chest in her hut and grab the grimoire and Morrigan's best magical robes there. The robes are significantly better version of what she starts the game in.

Go back to the camp and talk to Morrigan. Give her the grimoire.

She'll have a long talk with you. Now you are friendly with Morrigan.

Romance

Morrigan only likes men. Don't even try to court her if you're female. Begin by asking her questions about her upbringing and her powers. To make her friendly when she's ready, talk to her in camp and she'll say, "Tis a curious thing. I do not know how to describe it." She'll only say this line once, so make sure to say the right things. Choose:

"What? Is something wrong?"

"Why would I do that?"

"Because I need you here."

"I was hoping to be more than friends."

To take it further and get romance started, start a conversation in camp after getting the Circle Tower grimoire and she will say, "I have a thought." Respond with:

"Oh? What's on your mind?"

"And? What's in it for me?"

"My tent does get rather cold..."

After killing Flemeth and returning to Morrigan, she'll talk to you after you give her Flemeth's Grimoire. During the conversation say:

"Flemeth is dead, you are free."

"Yes, but I intend to keep it for myself."

"What? That's it? Just a thank you?"

"What was that last bit again?"

To get Morrigan to invite you back to her tent, you have to be at care approval rating (50+ approval and romance active). Morrigan will *not* sleep with you if she's in love with you (90+ approval). She's into flings, and it only happens once.

Gifts

Morrigan's critical eye is not reserved solely for others. Knowing or not, she has a simple fondness for jewelry and is very particular about her appearance.

Gift	Found In	Location
Black Grimoire	Irving's Quarters	Circle Tower
Flemeth's Grimoire	Chest	Flemeth's Hut
Gold Amulet	Garin	Orzammar Commons
Golden Demon Pendant	Corpse	Urn of Sacred Ashes Room
Golden Mirror	Garin	Orzammar Commons
Golden Rope Necklace	Barlin	Dane's Refuge in Lothering
Locket	Locked Chest	Village Store in Haven
Silver Brooch	Varathorn	Dalish Camp
Silver Chain	Vanity	Senior Mage Quarters in Circle Tower
Silver Medallion	Dragon Hoard	Upper Level of Elven Ruins
Tribal Necklace	Barrel	Top Floor of Tower of Ishal

Crisis Moment

Morrigan doesn't have any one big event, but she can get cross often with you in dialogue. Be careful to say what she wants to hear or you'll lose approval quickly.

Oghren

You meet Oghren in Orzammar. In the first encounter, he is arguing with a dwarven nobleman about finding Branka; when the player is given permission to go into the deeps to find Branka, he asks to join you, citing particular knowledge of both Branka (his ex-wife) and the Deep Roads. Regardless of how the plot ends, the rough-and-tumble warrior will remain with your party after the "Paragon of Her Kind" quest line is completed if the PC wishes it.

Oghren at a Glance



~ Starting Attributes ~ ~ Class ~

Warrior

DPSer or Off-Tank: In a pinch, Oghren could tank a fight in place of Alistair or the PC. If you do that, however, you negate his specialization: berserker. The berserker talents increase damage, which fits into a DPS role, and the only way a stamina-deprived berserker can hold threat well is to out-damage everyone else.

~ Starting Talents ~

Berserker: Berserk, Resilience, Constraint

Warrior: Powerful, Threaten, Bravery, Death Blow

Two-Handed: Pommel Strike, Indomitable, Stunning Blows, Sunder Arms, Shattering Blows, Sunder Armor, Mighty Blow, Powerful Swings, Two-Handed Strength, Two-Handed Sweep

~ Location ~

Orzammar

~ Unlock Condition ~

When you meet Oghren at the entrance to the Deep Roads, he will volunteer to join you and track down his lost wife, Branka.

Combat Advice

Fill out Oghren's berserker specialty and Two-Handed school as soon as you get the chance. Odds are you can capitalize on some of the top-tier talents quickly, which will seriously increase his damage potential and make him an excellent DPS addition to your party. As with rogues, Oghren should allow the tank to control enemy mobs and then attack from the rear or flank. Because Oghren is so durable, he doesn't have to watch his spacing as much as a rogue, and he can off-tank easily if you need him to grab a creature that the tank can't hold threat on. His skills are best used with heavy or massive armor, either sword and shield or two-handed weapons, with a crossbow for ranged attacks.

Berserk ramps up Oghren's damage and a well-placed Mighty Blow can hammer an adversary. Sunder Armor rips through a heavily defensive melee attacker, while Pommel Strike and Stunning Blows can knock an enemy out of combat for several seconds. Two-Handed Sweep is great at striking multiple foes, as long as you don't steal threat away from the tank, and at the end of a fight, Final Blow deals massive damage but drains the rest of Oghren's stamina.

Dialogue Choices

As with any companion, Oghren has dialogue choices whenever you interact with him, and sometimes he will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific and camp-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

Oghren has plot-specific dialogue in the Fade in the "Broken Circle" quest line.

He has dialogue in the "Captured" plot in Denerim.

He's very keen on killing the dragon if you take him to the "Urn of the Sacred Ashes" quest.

Camp-Specific Dialogue

Some of his camp dialogues will only trigger after specific plots have been completed ("Nature of the Beast," "Paragon of Her Kind," "Landsmeet"), but they don't relate specifically to that plot. It just has to occur later in the game.

He's very depressed the first few times you talk to him in camp; if you ask him what's wrong, and he is starting to warm to you, he will first talk about how he felt about Branka.

You can ask him how he likes the surface.

You can ask him if he's homesick.

You can ask him if he misses Orzammar.

You can ask him what it's like to be a warrior in Orzammar.

When he talks about being "war buddies," he'll challenge you to drink with him. It takes a high constitution check to pass this, but he'll still be amused if you fall over.

Highlights

Oghren will teach the berserker specialization if he feels warm enough to the PC.

Oghren will fall over drunk halfway through conversations quite often.

Oghren burps, drinks, spits, and swears a lot. A drinking game could be made.

Oghren likes to be appreciated, to be told he's better than he thinks he is, and to be flirted with a bit (if the player is a woman).

If you take Oghren into the "Broken Circle," you get a bar fight in the Fade!

Personal Quest

If you speak to Oghren about his past, he will tell you about a woman he was once involved with, who has since moved to the surface. Her name is Felsi, and although he is unclear about where she has moved, you can discover her working at the Spoiled Princess at the Lake Calenhad Docks. If you want to help Oghren reconnect with his past love, follow these steps:

Talk to Oghren about Felsi to start the quest (with a high Persuade score, you can get him to tell you what actually went wrong between Felsi and him in the first place). Go to the Spoiled Princess at the Lake Calenhad Docks.

If Oghren is in the party, he will see her and initiate conversation with you.

If he isn't, you may talk to Felsi about Oghren. You can pick up some hints to give to Oghren on how to woo her.

Oghren will eventually declare his desire to talk to her, then start the conversation. You can either help him with whispered hints and talking him up to Felsi, or try to sabotage his efforts with insults.

Oghren will talk to you after talking to Felsi. If he has gotten his mojo back, Oghren will now be eligible to be friendly with you.

If you chose to torpedo Oghren's chances with Felsi, she will turn him down when he goes to talk to her. Not helping Oghren will have the same effect as actively attempting to hurt his chances, as he needs to get into her good books. Needless to say, this will result in an approval drop.

Gifts

Oghren loves to drink, and his gifts reflect that. Other companions might like a sip of wine from a tavern, but Oghren likes vintage alcohol to get stinking drunk.

Gift	Found In	Location
Alley King's Flagon	Legnar's Store	Orzammar Commons
Chasind Sack Mead	Dusty Scrolls	Ruined Temple
Garblog's Backcountry Reserve	Dog	Random chance he'll fetch it
Golden Scythe 4-90 Black	Crate	Lothering
Legacy White Shear	Sarcophagus	Lower Ruins
Sun Blonde Vint-1	Vanity	Templar Quarters in Circle Tower

Crisis Moment

Through dialogue choices, you can make Oghren so angry that he will try to leave, if his approval has dropped low enough. When this occurs, you can try to convince him to stay, you can engage him in combat (Oghren will surrender before the end of the combat, and you can choose to kill him, threaten him back into line, or send him away), or you can just let him go. This can happen twice.

Shale

Note: Shale is a companion available only through special *Dragon Age: Origins* downloadable content.

Crafted by the ancient dwarves as their first line of defense against the darkspawn, the dread sentinels known as golems dwindled in number after the art of their creation was lost. Shale, one of the few golems remaining, was found in the Deep Roads, reactivated and brought to the surface, and may prove to be the Grey Wardens' most effective weapon against the onslaught of the Blight.

Shale at a Glance



~ Starting Attributes ~ ~ Class ~

Warrior

Main Tank or DPS: The burly Shale can step in for other tanks such as Alistair if you prefer stone to steel. As a warrior, Shale has full access to the standard Warrior school talents, but doesn't know any of the weapon talents, which means it'll be without Weapon and Shield. Instead, Shale comes with its own set of 16 individual talents that can help the golem play defense as a tank or crush opponents with DPS.

~ Available Talents ~

Warrior: Powerful, Threaten, Bravery, Death Blow, Precise Striking, Taunt, Disengage, Perfect Striking

Shale: Pulverizing Blows, Slam, Quake, Killing Blow; Stoneheart, Bellow, Stone Roar, Regenerating Burst; Rock Mastery, Hurl Rock, Earthen Grasp, Rock Barrage; Stone Aura, Inner Reserves, Renewed Assault, Supernatural Resilience

~ Location ~

Village of Honnleath

~ Unlock Condition ~

After you leave Lothering, journey to Sulcher's Pass and get the golem control rod from Felix. Travel to the Village of Honnleath and follow the clues to discovering Shale's activation phrase.

New Golem Talents

Shale serves dual purposes: the party's main tank or a heavy melee damage-dealer. If you want Shale to take over as your main tank, concentrate on the Stoneheart chain first. Stoneheart activates Shale's defensive talents and increases the golem's threat. Bellow increases Shale's threat and has a chance to stun nearby enemies if they fail a mental resistance check. Stone Roar gains a health regeneration bonus for Shale and attracts the attention of a single targeted enemy, who will veer toward Shale immediately (great for pulling foes off allies). Regenerating Burst damages and possibly stuns nearby enemies, plus it increases stamina regeneration and threat generation.

The Stone Aura chain supports a Shale tank strategy. Stone Aura imbues nearby party members with bonuses to attack, defense, and health regeneration. It provides excellent party buffs; however, the sustained ability paralyzes Shale and imposes a personal penalty to defense as well as draining stamina. Inner Reserves beefs up Shale's armor, and party members within Stone Aura receive additional bonuses to armor, health regeneration, stamina regeneration, and spellpower. Renewed Assault further increases Shale's armor and ability to resist hostile spells, and party members within the aura gain bonuses to attack, stamina regeneration, critical chance, and armor penetration. Plus, enemies within the aura suffer penalties to movement speed, attack, and defense. Supernatural Resilience gives more bonuses to armor and the ability to resist hostile spells. Party members within the aura gain additional bonuses to health regeneration, spellpower, damage, and to resist hostile spells.

If you'd rather have Shale deal damage than suck up damage, first concentrate on the golem's Pulverizing Blows chain. Pulverizing Blows activates Shale's offensive talents, taking a penalty to defense in exchange for a bonus to damage. Slam swings at a nearby enemy and, if it connects, automatically generates a critical hit and knocks the target back. Quake hits nearby enemies with an AoE that damages and knocks them back. Killing Blow smashes a target with a critical hit (if it connects) and extra damage equal to Shale's remaining stamina, which drains away after the blow.

Shale's final chain beginning with Rock Mastery supports a DPS orientation and gives Shale more ranged options. Rock Mastery activates the golem's ranged talents and gains a large bonus against incoming ranged attacks, though at a penalty to defense, armor, and melee critical chance. Nearby party members also gain bonuses to ranged critical chance and ranged attack speed. Hurl Rock throws a stone projectile at a targeted area and all enemies near the point of impact take physical damage and may be knocked down. Earthen Grasp immobilizes enemies unless they pass a physical resistance check. Rock Barrage throws multiple rocks into the air, which rain down on a targeted area and inflict movement penalties and knock down anyone within if they fail a physical resistance check.

Highlights

You can only find Shale in a special downloadable quest that takes you into the midst of a darkspawn horde and through the tunnels of a secret mage laboratory.

Shale can be a dynamo in combat, either as a huge tank or a brawling DPSer.

Golems don't use regular equipment. Instead, you plug magic crystals into them to power them up.

With 16 new golem-only talents, Shale can aid in melee damage, defense, ranged combat, and party buffing.

Shale may have some anger management issues, but the golem's dry wit can leave you in stitches. Well, so can its fists if you aren't careful.

Personal Quest

After you free Shale from imprisonment in the Village of Honnleath, take the golem with you when you attempt the "Paragon of Her Kind" quest in Orzammar's Deep Roads. After the encounter with Caridin in the Anvil of the Void, if you sided with Caridin over Branka or if you can Persuade Shale to stay with you after you sided with Branka, Shale will tell you about a secret Thaig, forgotten in the Deep Roads until now. For complete details on Cadash Thaig, see the "Stone Prisoner" section of the Walkthrough chapter.

Gear

Shale doesn't put on sword, shield, and armor like other warriors. Golems rely on crystals to power up their offense and defense. Shale has two equipment slots, one for offense and one for defense. A Large Flawless Fire Crystal, for example, fits into the defensive slot and gives Shale the following abilities: 16.2 armor, 26.4% fatigue, +2 strength, +6 defense, +40% fire resistance, and +8 stamina regeneration in combat.

Crisis Moment

Reluctant as Shale is to join your party at the start, the golem will leave only if its approval rating drops too low or if you choose the mad Branka over the tormented Caridin at the end of the "Paragon of Her Kind" quest line. If you choose to fight with Branka against Caridin and Shale is in your party at the time, the golem will rebel and attack you while defending Caridin. If Shale is not in your party when you choose Branka, the golem will confront you when you return to the party camp. Unless you convince Shale to stay, the golem will leave your group permanently.

Shale's Crystals

As a stone golem, Shale doesn't use weapons and armor as the other companions; golems rely on special crystals to power up their abilities. Shale has 50 equipable crystals in the game, and you can gain them from several sources: loot drops throughout the world (PC version only); items found in the Village of Honnleath, Wilhelm's Cellar, and Cadash Thaig; and

available for purchase from Garin's Gem Store in Orzammar Commons. (Each time you enter the Orzammar Commons, a random set of six crystals will generate in Garin's store inventory.)

Crystals come in two sizes: large and small. Large crystals act as armor and appear on Shale's shoulders and feet. Small crystals act as weapons and appear on Shale's fists. Each crystal comes in one of five elemental types: fire (orange), ice (white), electrical (purple), natural (green), and spirit (blue). If you match a large and small crystal of the same elemental type on Shale, the golem receives a special item set bonus. There are also five degrees of crystal quality: chipped (lowest quality), flawed, clear, flawless, brilliant (highest quality).

As with other characters' equipment, Shale's crystals dynamically scale based on the golem's level.

Gifts

There's definitely something remarkable about the objects Shale values in life. Find any of nine "remarkable" gemstones and Shale might just crack a smile on that stony golem visage.

Gift	Found In	Location
Remarkable Amethyst	Alimar's Emporium	Orzammar's Dust Town
Remarkable Diamond*	Garin's Gem Store	Orzammar Commons
Remarkable Emerald	Figor's Store	Orzammar Commons
Remarkable Garnet	Wonders of Thedas Store	Denerim Market District
Remarkable Greenstone	Cellars	Village of Honnleath
Remarkable Malachite	Shaperate Store	Circle Tower
Remarkable Ruby	Alarith's Store	Denerim's Elven Alienage
Remarkable Sapphire	Legnar's Store	Orzammar Commons
Remarkable Topaz	Faryn's Store	Frostback Mountains

Sten

He was sent with a small group of qunari soldiers to investigate the Blight and report back. Near Lake Calenhad, they were ambushed by darkspawn. They fought off the attack, but only Sten survived. Farmers found him dying and took him in, but when he awoke, alone and unarmed, he panicked, killing the entire family. Realizing he had sacrificed his honor, Sten waited for the villagers to come, and surrendered, expecting death. Instead, your party arrived and offered him penance for his sins. His sword and his honor restored, Sten chose to continue with you and take the battle to the archdemon.

Sten at a Glance



~ Starting Attributes ~ ~ Class ~

Warrior

DPSer or Off-Tank: Sten enjoys grabbing a two-hander and cleaving skulls. The more damage, the better. In a pinch, Sten can tank a fight in place of Alistair or the PC, simply by dealing enough damage to hold the threat.

~ Starting Talents ~

Warrior: Powerful, Threaten, Precise Striking, Taunt

Two-Handed: Pommel Strike, Indomitable, Sunder Arms, Mighty Blow, Powerful Swings

~ Location ~

Lothering

~ Unlock Condition ~

Release Sten from his cage in Lothering before the town gets invaded by darkspawn (see the "Lothering" section of the Walkthrough chapter for complete details).

Combat Advice

Fill out Sten's Two-Handed school as soon as you get the chance. Capitalize on some of the top-tier talents quickly, which will seriously increase his damage potential and make him an excellent DPS addition to your party. As with rogues, Sten should allow the tank to control enemy mobs and then attack from the rear or flank. Because Sten is so durable, he doesn't have to watch his spacing as much as a rogue, and he can off-tank if you need him to grab a creature that the tank can't hold threat on. His skills are best used with heavy or massive armor and two-handed weapons, with a crossbow for ranged attacks.

Dialogue Choices

As with any companion, Sten has dialogue choices whenever you interact with him, and sometimes he will pull you aside to speak with you about a topic. He's not a big talker but will interject if you aren't on a straight path toward the archdemon.

Highlights

Sten will not survive the darkspawn incursion against Lothering unless you free him from his prison before leaving town.

His no-nonsense attitude lets you know where he stands, but Sten won't be happy unless you stick with killing darkspawn.

Sten complements Alistair if you journey with two warriors. Alistair gains the one-handed weapons; Sten uses the better two-handers.

Sten cares nothing about romance. You can't seduce him as a female player.

Personal Quest

To complete Sten's personal quest, you must do the following, in order:

Talk to Sten about his past. He should tell you about losing his sword.

Start the quest for his sword at the beginning of Lake Calenhad. Near the entrance is a scavenger.

You'll find Faryn at the Mountain Pass, just before the entrance to Orzammar. Ask him about the sword and bring Sten along.

Find Dwyn in Redcliffe Village. Bring Sten along again to bully him into giving you the sword.

Grab the sword from the chest in the back of Dwyn's room and gift it to Sten.

Gifts

Sten has an eye for paintings, an appreciation that might seem out of character, but is actually an extension of qunari discipline. He respects an artist for careful composition, a skill that is as much about where the brush stroke stops as where it begins.

Gift	Found In	Location
Painting of a Rebel Queen	Dwarven Merchant	Random Encounter
Portrait of a Goosegirl	Faryn	Frostback Mountains
Silver Framed Still-Life	Chest	Upper Level of Castle Redcliffe
Sten's Sword	Scavenger near Lake Calenhad Docks, then Faryn in Frostback Mountains	Dwyn in Redcliffe Village (kill him, pay him, or convince him to give it to you)
Totem	Chest	Caridin's Cross
Water-stained Portrait	Charred Corpse	Senior Mage Quarters in Circle Tower

Crisis Moment

If you travel to the Urn of Sacred Ashes, Sten will question your commitment to destroying the archdemon. If you are a bit too lippy with him, he'll challenge you for control of the party. If you beat him, he'll want to leave.

Wynne

Wynne's talent became apparent early on, particularly her skill at healing magic. She was well-liked by all her mentors and recognized as an exceptionally gifted student. Even the templars who watched her could not deny that she represented the best the Circle had to offer. She was an intelligent young woman who possessed a quiet confidence and maturity beyond her years. She spent many years mentoring apprentices within the Circle, and her peers thought so highly of her that she was asked to be First Enchanter Irving's successor, but she refused, saying that she had no desire to work in the upper echelons. When word reached the Circle Tower of King Cailan's call to arms, Wynne volunteered to go to Ostagar. Many events later she would join the party after saving the Circle Tower.

Wynne at a Glance



~ Starting Attributes ~ ~ Class ~

Mage

Party Healer: No one is better at keeping the party alive than Wynne. Her Creation spells do a fine job of maintaining single companion's health levels, but her spirit healer specialization takes things to a new level with group healing.

~ Starting Talents ~

Mage: Arcane Bolt

Spirit Healer: Group Heal

Primal: Rock Armor, Stonefist

Creation: Heal, Rejuvenate, Regeneration, Heroic Offense, Heroic Aura

~ Location ~

Circle Tower

~ Unlock Condition ~

You meet Wynne on the first level of the Circle Tower. She joins your party as soon as you get locked in the tower, and will join the party permanently after you save the tower in the "Broken Circle" quest.

Combat Advice

Ramp to the top-tier spirit healer spells as soon as you can pick them up. Mass Rejuvenation is a great party boost when you have a free spell point. Paralyze in the Entropy school provides excellent defense for those occasions when a creature locks onto her, and Earthquake and Petrify fill out the chain beginning with Rock Armor and deliver serious offensive muscle.

Unless you have an easy fight, or one where Wynne has no choice but to add to the DPS for a shot at winning, she should concentrate on healing. Save your mana for your healing spells unless absolutely necessary. Spot heal companions as wounds appear. If someone is getting hammered, such as the tank in a large fight, Heal and Regenerate back to back. If several companions get injured at once (by enemy AoE) or combat slowly chips away at everyone's health, fire off a Group Heal to boost everyone's health across the board. Later, you can add Lifeward to the rotation for companions knocking on death's door. If they pass over that unfortunate threshold, bust out a Revival and raise them right back into the fight.

Dialogue Choices

As with any companion, Wynne has dialogue choices whenever you interact with her, and sometimes she will pull you aside to speak with you about a topic. Wynne is definitely not afraid to voice her opinion about morally outrageous situations; listen to what she has to say or her approval rating will plummet fast. Speak with her often in camp to gain her favor and learn about her history.

Personal Quest

Wynne's personal quest is tricky, because it requires you to first raise her approval level and then trigger a random encounter. Follow these steps:

Talk to Wynne about her past. And get her to warm.

You'll have a random encounter where Wynne collapses at the end of it. When she does, go back to the camp and talk to her about it.

Later there will be another encounter where Wynne will release her inner spirit finally giving her a new spirit form (see the Vessel of the Spirit sidebar).

(Bonus) Ask Wynne about her time at the Circle Tower and she'll eventually talk about her old apprentice Anerin.

(Bonus) Go to the Brecilian Forest, and you should find Anerin. Talk to him with Wynne in the party, and he will give Wynne an amulet that will strengthen her Vessel of the Spirit ability.

Vessel of the Spirit

Wynne gains a special plot ability after completing her personal quest: Vessel of the Spirit. She disorients nearby enemies with a release of energy, restoring some health and mana and earning bonuses to spellpower and mana regeneration. However, once she deactivates the ability, she is stunned and suffers penalties to movement, attack, and defense. Exact specifics include:

Sustained Ability

Range: Personal

Upkeep: 60

Fatigue: 15%

Cooldown: 300 seconds

Get this ability early, even if it means letting Wynne "die" to trigger the personal quest chain. Thereafter, when Wynne's mana drops low in a long fight, move in close to an enemy group and activate Vessel of the Spirit. You may stun some of the enemies, but more important, you can gain back mana and earn mana regeneration. The effect usually lasts long enough that you can finish out the fight with renewed vigor before the penalty sets in.

Gifts

For Wynne, the printed word is a window to true understanding. A scholar by heart, she feels that what a people commit to the page is sacred by definition, and she enjoys collecting books, scrolls, and other pieces of history.

Gift	Found In	Location
Discovering Dragon's Blood: Potions, Tinctures, and Spicy Sauces*	Bookshelf	Ruined Temple
Fancy Scroll	Sarcophagus	Lower Ruins
Tattered Notebook	Dog	Random chance he'll fetch it
The Guerrins of Ferelden: A Genealogical History*	Bookshelf	Upper Level of Castle Redcliffe
The Rose of Orlais	Pile of Books	Senior Mage Quarters of Circle Tower
The Search for the True Prophet	Locked Chest	Shaperate in Orzammar

Crisis Moment

In the "Urn of Sacred Ashes" quest, Wynne will turn against you if you decide to destroy the ashes, just as Leliana will. You will have to fight them and kill them if they are in the party. During the "Broken Circle" quest, on the fourth floor of the tower, Cullen will suggest that killing all the mages in the tower is the only way to fix things. If you side with Cullen, Wynne will leave the party for good and fight you to the death. Later, if you reveal that you are a blood mage (or accepted the blood mage specialization from the desire demon in the Fade), Wynne will also turn against you.

Highlights

You can meet Wynne in Ostagar before the darkspawn invade. She'll give you bits of wisdom, but she won't join your party until you see her again at the Circle Tower.

Bar none, Wynne is the best healer in the game. Unless you spec one of your other mages with some healing spells, Wynne should be a staple member of your party.

Unlock Wynne's special ability, Vessel of the Spirit, through dialogue in camp and then a series of random encounters. Once she has the ability, trigger it whenever your mana drops low in a long fight.

In matters of faith and virtue, Wynne always makes the most admirable choice. To keep her approval rating high, never choose an action that strays from the straight and narrow.

Zevran

You meet Zevran at a random encounter after having finished at least one major world plot. Your party is accosted by a traveler who begs for help from bandits. When you follow her to the camp, you get attacked by a group of assassins led by Zevran. You must talk to Zevran after he has been defeated, and he will explain that he is an assassin hired by Loghain to kill all the remaining Grey Wardens, but that he is willing to work for you instead—in exchange for his life, of course.

Zevran at a Glance



~ Starting Attributes ~ ~ Class ~

Rogue

DPSer: With the assassin specialization, Zevran works well with a tank when he can get behind a target and rip it to shreds.

~ Starting Talents ~

Assassin: Mark of Death

Rogue: Dirty Fighting, Below the Belt, Deadly Strike, Lethality, Stealth, Stealth Item Use, Combat Stealth

Dual Weapon: Dual-Weapon Training, Dual-Weapon Sweep, Flurry, Momentum

~ Location ~

Random Encounter

~ Unlock Condition ~

After you complete at least one major world quest line, you will eventually meet Zevran in a random encounter.

Combat Advice

Zevran contributes best when you sneak up on opponents and surprise them. Before you enter line of sight with a mob, Zevran should go into stealth mode and slink around to the mob's rear where he can use Combat Movement to ensure a backstab and Exploit Weakness to deliver extra damage based on his cunning score. If he can't reach the enemy's rear, stay hidden and wait for adversaries to move and expose their vulnerable backs. Never engage head on; Zevran can always at least strike from a flanking position.

Focus on Zevran's dexterity and willpower as he levels. He will probably be an accomplished poisoner. He will take best to light armor, dual weapons, and archery with shortbows or longbows. Fill out Zevran's assassin specialization as soon as they open up (especially up to level 14's Lacerate). Concentrate on the Dual Weapon school whenever you don't have an assassin point to spend. Dual-Weapon Finesse should be a priority to avoid the standard penalties associated with fighting two-handed; the goal, of course, is to reach Dual-Weapon Mastery. Whirlwind provides damage against multiple foes at once, while Riposte gives Zevran a stun attack for those targets that just won't go down.

Dialogue Choices

As with any companion, Zevran has dialogue choices whenever you interact with him, and sometimes he will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific and camp-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

Zevran has specific dialogue in the Fade in "Broken Circle" and in the "Captured" quest in Denerim.

If you ask him what he thinks of the Dalish, he will tell you about his Dalish mother. If you have killed all the elves in favor of the werewolves, he will be displeased with you.

He will ask you about your plans to be queen or king, after the Landsmeet, if you are a Human Noble. Ask about Antiva (to get the Boots quest).

Ask about the Dalish (to get the Gloves quest, which is only available after entering the Dalish camp and talking to Mithra).

Camp-Specific Dialogue

Zevran has no camp-initiated dialogue, but it is a good time to talk to him in general.

Ask him about the Crows.

Ask about being an assassin.

Ask about his adventures until he's not willing to talk about a particular mission.

You will get to a point where he's not willing to talk about his adventures for a while. Eventually, he will again.

He should talk about his last mission before Ferelden when he's friendly, in love, or adore.

If you are in a romance with Zevran (at adore level) and have not initiated sex with him, he will do so at camp. All sex-related dialogue, of course, is at camp.

If you have rescued him from the Crows and have reached friendly (or love), he will thank you at camp.

Highlights

Zevran will teach the assassin specialization if he feels warm enough to the PC.

He has many excellent stories about his life as an assassin; you can ask him about these at almost any time.

Zevran will hit on almost all the other companions unabashedly in banter. Take him everywhere for fun.

Romance

Zevran is unabashedly bisexual, and will hit on you regardless of gender. You can cut him off quickly, or engage him in a light flirtation that will lead to romance almost as soon as you wish.

Zevran responds well to sympathy in the early stages of his conversation and blatant flirtation and sexual innuendo. He also likes to feel needed, but also appreciates the occasional sassy bossiness. ("I decided I wanted to torture you, first" or "Fine. Get in my tent. No more questions." generates an increase, where "Quiet! You'll answer when spoken to!" generates a decrease.) He doesn't like to feel caged in: offering him his freedom, reluctantly, will go over well (but don't go too far—he might take you up on it). Talking about love or commitment before he talks to you about it might not be the best way to deal with him.

It's possible to anger him, but you really have to work at it, and a medium Persuade skill and a plea to his better nature (I need you) or his greed (don't you want to stay for the treasure) will generally be enough to convince him to stay.

Tip: When he becomes very close to you, he will offer you an earring as an expression of his affections.

At the Pearl in Denerim, there is a duelist named Isabela who is acquainted with Zevran. If you are in a romance with him and bring him to the Pearl, he will join you in a threesome with her. If you have Leliana in your party, and she has changed to a more hardened personality, and she

is in a romance with you, she will also join you in a foursome. This is very hard to achieve, as Leliana is more jealous/insecure than the other romance characters, and will object to your romances with others much earlier than anyone else. If any of your other romances are at adore level, you'll need to talk to her only when she initiates, and then after the Marjolaine quest encounter (in order to harden her), and then go straight to the Pearl.

However, once Zevran falls too far in love with you (after you free him from the Crows by killing Taliesin), he will be unwilling to sleep with you any longer, until he sorts through his feelings. If you ask him about it, he will tell you how he feels, and depending on how you respond, will decide to stay with you in a romance or not. But as long as you don't reject him outright, he'll stay.

If you decide to become king consort to Anora or queen consort to Alistair (only on the Human Noble path), Zevran will be happy to remain your lover on the side.

Gifts

Antivan Leather Boots and Dalish Gloves will each initiate a specific conversation with Zevran, in which it is possible to gain further approval. They will be transformed into real objects and equipped on Zevran's person, once given. The chest that holds the Dalish Gloves appears only after you kill the shade in the West Brecilian Forest.

Gift	Found In	Location
Antivan Leather Boots	Iron Chest	Village Store (Haven)
Dalish Gloves	Chest	West Brecilian Forest
Medium Gold Bar	Treasure Pile	Arl of Denerim's Estate—Interior
Medium Silver Bar	Chest	Anvil of the Void
Small Gold Bar	Charmed Templar	Templar's Quarters in Circle Tower
Small Silver Bar	Inscribed Chest	Haven Chantry

Crisis Moments

Unlike most of the other companions, you can lose Zevran easily if you aren't careful. He did try to kill you once, remember? Here are the three main ways to lose Zevran from the group:

During the first random encounter, Zevran can be killed before you ever talk to him, or at any time during the first conversation before he is recruited. Shame on you.

Based on poor approval rating, you can make Zevran so angry that he will try to leave. You can try to convince him to stay, or you can engage him in combat (thereby killing him), or you can just let him go. This can happen twice; the second time there is no more convincing.

Just before the Landsmeet, Zevran's old friend Taliesin will ambush you in a back alley random encounter with a number of Antivan Crows. If Zevran likes you a lot, he'll stay and fight them, though your dialogue choices in this encounter can cause him to leave even if he likes you enough to stay. If he really doesn't like you, he'll join them to fight against you. If he's somewhere in between, he'll leave during the fight but stay in the party afterward.

Supporting Cast

Note: Companions aren't the only important characters you'll encounter in Ferelden. The following supporting cast includes some of your staunchest allies and most treacherous enemies. For NPCs that appear in combat, we present the NPC's class, rank, and abilities to match the same helpful statistics you find with the enemies in the Bestiary chapter.

Arl Eamon Guerrin



As the maternal uncle of King Cailan, Arl Eamon is one of the king's most trusted advisors. Redcliffe, while not a large or especially wealthy part of Ferelden, is a critical strategic location. The fortress guards the western pass that leads to Orlais, as well as the major trade route with Orzammar. He's a well-respected man, though not the most charismatic. King Cailan once said of him, "My Uncle Eamon is a man everyone thinks well of—when they remember to think of him at all." He doesn't appear in combat until the final battle.

Class = Warrior

Rank = Lieutenant

Special Abilities = Champion (Weapon and Shield)

Arl Rendon Howe



The arling of Amaranthine winds along the sinuous northeastern coast of Ferelden. The Waking Sea is known for its temper, and the storms that sweep in from the warmer northern waters are sudden and brutal. These are the lands of Rendon Howe. He was born during the occupation, and like many of the nobles at the time, he joined Prince Maric's rebels. He fought alongside young Bryce Cousland, future teyrn of Highever, and Leonas Bryland, future arl of South Reach, at the bloody battle of White River. It was the most catastrophic defeat of the entire occupation, from which only 50 rebel soldiers escaped alive. Although he was decorated for valor by King Maric, Howe's abrasive manners have earned him almost universal dislike among his peers. He appears in combat at the Arl of Denerim's Estate in the "Landsmeet" quest.

Class = Rogue

Rank = Boss

Special Abilities = Assassin (Dual Wield)

Arlessa Isolde



The arling of Redcliffe was a source of constant trouble for Emperor Reville during the occupation; it was rumored that because each new report sent the emperor into a fit of violent rage, his court had taken to poisoning messengers before they could deliver their accounts. Isolde's family was the tenth to be given the difficult task of governing Redcliffe, and because most of the previous arls had either been murdered by their banns or beheaded by the emperor, they did not approach the job with a great deal of enthusiasm. Isolde met Eamon, not realizing he was the rightful heir to her father's domain, and quickly became smitten with him for being part of the resistance—nevermind that it was her family he was resisting. Perhaps a bit too romantic for her own good, she insisted upon staying behind.

Bann Teagan Guerrin



Younger brother to Arl Eamon of Redcliffe, and uncle to King Cailan, Teagan holds the bannorn of Rainesfere, a tiny province of Redcliffe's squeezed between the Frostback Mountains and

Lake Calenhad. Bann Teagan avoids the Denerim court except to go hunting with his nephew, and rarely makes himself heard at the Landsmeet, preferring to leave politics to his brother.

Class = Warrior

Rank = Lieutenant

Special Abilities = Champion (Weapon and Shield)

Beraht



Beraht is the crime lord in Orzammar's Dust Town, and his mercenary thugs earn him as much respect as their fists can collect on a daily basis. If you start the game as a Dwarf Commoner, you reluctantly serve under his iron boot.

Class = Warrior

Rank = Lieutenant

Special Abilities = Weapon and Shield

Bhelen Aeducan



Third of King Endrin's children, Bhelen has always been considered the last and least of his family. Not the heir, nor the favorite, and not as accomplished as either sibling, Bhelen's most notable trait is his ability to stay out of trouble.

Class = Warrior

Rank = Boss

Special Abilities = Weapon and Shield

Branka



Lost in the Deep Roads for two years, the Paragon smith Branka has been hunting for an ancient artifact, the Anvil of the Void, to return its power to the dwarven empire. Prince Bhelen and Lord Harrowmont both hope that Branka is found to lend her support to their bid for the throne.

Class = Warrior

Rank = Boss

Special Abilities = Weapon and Shield

Brother Ferdinand Genitivi



Brother Genitivi is one of the Chantry's best-known scholars, primarily on the basis of the stories he has published (which many of his contemporaries dismiss as fanciful) of his travels across the length and breadth of Thedas.

Caladrius



A Tevinter slave trader with a smooth wit and tongue, Caladrius leads the extraction of elf slaves from the Elven Alienage. You meet him as you try to uncover evidence against Loghain during the "Landsmeet" quest.

Class = Mage

Rank = Boss

Special Abilities = Blood Mage

Connor Guerrin



While most of the banns and arls of Ferelden cart their children with them to the Landsmeet in the interest of eventually marrying them off, Connor has spent his entire life at Redcliffe. And it's hardly surprising: the child possessed the gift of magic. By law, he should have been taken to the Circle of Magi at the first sign, abdicating his claim to Redcliffe. Instead, the boy was kept out of public view and his magic hushed up...with disastrous results. All mages are beacons that attract the attention of Fade spirits. Because of this, they are trained and tested by the Circle to ensure that they can withstand attacks from malevolent Fade creatures that seek entry into the waking world. Untrained, Connor drew the attention of a powerful demon that tore the Veil asunder.

Duncan



Like many others, Duncan gave up his family name when he joined the ranks of the Wardens in a symbolic gesture of cutting ties. He might say this was a convenience in his case, however. His mother was from the Anderfels, his father from Tevinter, and his childhood was spent in the Free Marches and Orlais. His people were everywhere and his homeland was nowhere. He was given the almost impossible task of leading the Wardens in Ferelden—a kingdom that had thrown the order out 200 years earlier. Facing local suspicion and hostility, he set about finding recruits.

Class = Warrior

Special Abilities = Dual Wield

First Enchanter Irving



There is no higher office in a Circle Tower than that of first enchanter. The one who holds this title must not only be an able administrator, but also a mentor, leader, and surrogate parent to all the mages of the tower. Irving has proven himself to be all these things and more. Apprentices and mages alike know that few matters escape his watchful eyes. He can soothe templars angered by childish magical pranks while he lauds the pranksters at the same time.

Class = Mage

Rank = Boss (in the "Broken Circle" if you fight him, or Lieutenant in the "Final Onslaught" if he's on your side).

Special Abilities = Spellcaster

Flemeth



Ages ago, legend says Bann Conobar took to wife a beautiful young woman who harbored a secret talent for magic: Flemeth of Highever. And for a time they lived happily, until the arrival of a young poet, Osen, who captured the lady's heart with his verse. They turned to the Chasind tribes for help and hid from Conobar's wrath in the Wilds, until word came to them that Conobar lay dying. His last wish was to see Flemeth's face one final time. The lovers returned, but it was a trap. Conobar killed Osen and imprisoned Flemeth in the highest tower of the castle. In grief and rage, Flemeth worked a spell to summon a spirit into this world to wreak vengeance upon her husband. Vengeance she received, but not as she planned. The spirit possessed her, turning Flemeth into an abomination. A twisted, maddened creature, she slaughtered Conobar and all his men, and fled back into the Wilds.

Class = Mage

Rank = Normal

Special Abilities = Spellcaster

Guardian (Urn of Sacred Ashes)



The Guardian of the Urn is a ghostly human figure who is dedicated to protecting it and has done so for millennia. The guardian hints that he is one of the original disciples of Andraste, who brought the ashes to the mountain. The magic in the ashes and in the mountain itself has kept him alive for a very long time, and has turned him into something beyond human. He is duty made flesh. Nothing else matters to him. Don't attack him and he won't attack you. The Guardian greets you at the entrance to the Gauntlet as you near the Urn of Sacred Ashes. Listen to his wisdom and it may help you through the Gauntlet's challenges.

Class = Warrior

Rank = Boss

Special Abilities = Two-Handed

Isabela



The rogue Isabela earns a little pocket coin by cheating patrons in the Pearl at games of "chance." She's confident in her abilities, and you first meet her taking on several thugs at once and beating them handily. She will teach you the duelist specialization if you can outwit her at her own game.

Class = Rogue

Rank = Boss

Special Abilities = Duelist

Keeper Zathrian



It is said that elves lived in Ferelden long before any others set foot there, and though most of their knowledge has been lost, it falls to the keeper of each clan to preserve what they have. Zathrian is an old, severe elf with little love for outsiders, but his clan is facing a more trying

enemy than most. Long ago, in retribution for an attack against his clan, he unleashed a terrible curse: He summoned a spirit into this world, and set it upon the humans who had wronged him. The spirit did not simply slaughter Zathrian's enemies; it transformed them into monstrous beasts. In time, however, the werewolves he had created regained their minds, and they sought out the one responsible for their suffering, turning the curse upon Zathrian's own people.

Class = Mage

Rank = Lieutenant

Special Abilities = Blood Mage

King Cailan Theirin



Son of the legendary King Maric Theirin, Cailan was the first Ferelden king born into a land free from foreign rule in two generations. Since his father's death, he's held the throne alongside his queen, Anora.

Class = Warrior

Special Abilities = Two-Handed

King Endrin Aeducan



Endrin of House Aeducan traces his ancestry back to the Paragon Aeducan, the greatest warrior of Orzammar's history, who beat back the darkspawn hordes in the First Blight. The second son of King Ansgar Aeducan, he became heir after his elder brother died in a Proving. The most respected king in four generations, he restored contact with Kal Sharok, the only other remaining city of the once-vast Dwarven Empire, which had been lost during the First Blight.

Knight-Commander Greagoir



Grim and taciturn, Greagoir has been knight-commander of the templar forces stationed at the Circle Tower for so many years that hardly anyone except the first enchanter recalls that he is not simply part of the tower itself.

Class = Warrior

Rank = Boss (if you fight him in the "Broken Circle," or Lieutenant if he's fighting on your side in the "Final Onslaught")

Special Abilities = Templar (Weapon and Shield)

Kolgrim



Kolgrim is the leader of a mysterious cult based in the twisted village of Haven. Brother Genitivi's research on the Urn of Sacred Ashes has lead him and many fated knights to the clutches of Kolgrim and his followers.

Class = Warrior

Rank = Boss

Special Abilities = Two-Handed

Loghain Mac Tir



A master tactician who has led many armies to victory in Ferelden, Loghain betrays King Cailan and the Grey Wardens at the battle of Ostagar. From that moment on, he is your sworn enemy and sets all his resources to seeing you dead and gone.

Note: Note: See the Companions chapter for more details on how to get Loghain to join your party.

Class = Warrior

Rank = Boss

Special Abilities = Champion

Lord Pyral Harrowmont



House Harrowmont is one of the oldest noble houses, as old as Orzammar itself. Endrin's most trusted advisor, Harrowmont is well-known for being an able administrator, and the author of many compromises in the ever-warring Assembly.

Class = Warrior

Rank = Boss

Special Abilities = Weapon and Shield

Marjolaine



Marjolaine can only be revealed by embarking on Leliana's personal quest. She is an elite bard who will see you all dead as she tries to strike at Leliana.

Class = Rogue

Rank = Elite Boss

Special Abilities = Bard

Queen Anora



The only child of the war hero Loghain Mac Tir, Anora has never been one to stay quietly in the background. It is common knowledge that in the five years Anora and Cailan held the throne together, she was the one wielding the power. She is held in much higher esteem than her husband by the people of Ferelden, nobility and commoners alike, and commands the respect even of foreign nations, having once inspired Empress Celene of Orlais to declare, "Anora of Ferelden is a solitary rose among brambles."

Ser Cauthrien



Cauthrien came to Loghain's service the hard way—she belonged to a poor family and was out working on the farm when she saw a man on horseback being attacked by several bandits. She rushed to his assistance, and found out belatedly that the man she "saved" was none other than the great hero Loghain. Though she was hardly more than a child, he took her in, offering her a position with his soldiers, and she climbed the ranks through sheer

determination. Becoming the commander of Maric's Shield, Loghain's elite soldiers, was the proudest moment of her life.

Class = Warrior

Rank = Boss

Special Abilities = Two-Handed

Taliesin



Between the Tevinter Imperium, Rivain, and the Free Marches sits the nation of Antiva. Although it possesses few resources of its own, Antiva's location makes it a center for trade in the north, and the capital, Antiva City, is the wealthiest in the world. Antiva has virtually no army—the monarchy is too weak to support one. Most Antivans would be hard-pressed even to name the current king. The true power lies in the hands of a dozen merchant princes, each with a personal army, and each locked in a constant struggle for power against all the others. Anyone would think, then, that Antiva would be a ripe target for invasion by one of her neighbors, but even the qunari leave Antiva alone for one very good reason: the House of Crows. The most efficient, most feared, and most expensive guild of assassins in the world calls Antiva home, and the guild's reputation alone defends the borders. Taliesin, an old partner of Zevran's from the Antivan Crows, returns to either kill or save Zevran just before the Landsmeet.

Class = Rogue

Rank = Lieutenant

Special Abilities = Assassin (Dual Wield)

Trian



The oldest brother of the Aeducan heirs, Trian has a gruff manner that would turn allies away from him if not for his strength of arms. When it is time for his father, King Endrin Aeducan, to step down from the throne, Trian is in line for the crown.

Class = Warrior

Rank = Lieutenant

Special Abilities = Warrior Archer

Valendrian



Every alienage has a hahren, an elder. It falls to the hahren to arrange marriages for those without family, to negotiate with the guards when there's trouble, and to act as a sort of mayor and surrogate uncle to the people of the alienage. The title, like so many things, is a holdover from the time of Arlathan, for hahrens are not necessarily the oldest person in their community,

or even all that old. Tradition gives the role to the oldest soul, the wisest, cleverest, and the most level-headed. Valendrian has been hahren of the Denerim Alienage since he was in his 30s.

Vaughan



In the City Elf origin story, you have plans for marriage. But before you can be joined in matrimony, the ceremony is interrupted by a noble lord, Vaughan, the son of the arl of Denerim. Vaughan and his mercenary friends kidnap all the women in the wedding party and take them back to his estate to await his pleasure. He pays for his crimes and eventually ends up in a Denerim cell.

Class = Rogue

Rank = Lieutenant

Special Abilities = Duelist

Weylon



The real Weylon died unbeknownst to his master, Brother Genitivi in Denerim. This imposter works to cover up Genitivi's strange disappearance, and it's up to the PC and his companions to track Brother Genitivi down to find the Urn of Sacred Ashes—even if it means going through Weylon.

Class = Mage

Rank = Lieutenant

Special Abilities = Blood Mage

Equipment

Tip: Companions back at party camp can hold onto items as well. If you don't have enough space in your inventory to store everything, load up your extra companions.

Everyone loves decking a character out in the fanciest armor or most vicious sword. Each upgrade is another step on the path toward adventuring godhood. After all, you can't be the ultimate veteran without the best gear that merchants and monsters have to offer.

All adventurers need good weapons, helmets, gloves, chest pieces, boots, and various accessories. Magical or otherwise, these items bulk up your defense, improve attribute scores, and possibly give you special powers. Whatever you don't fit in your character equipment slots goes into your party inventory, which you can draw from with any character.

Weapon and Armor Materials

When purchasing weapons and armor from vendors or upgrading from monster drops or treasure finds, pay close attention to the items' material types. The game breaks items down into seven different tiers in several different materials. For example, tier 1 iron won't provide as

much damage or damage reduction as the tier 4 veridium. In general, a higher tier means a better item, if you have the requirements to use it. However, some items may hold special bonuses that override the tier system. If, for example, you're a warrior and find a tier 5 weapon with bonuses to cunning, you may want to hold on to your old tier 3 weapon with its strength bonus.

Most of your equipment comes from vendors, monsters, or treasure; however, you can also find very special items as you unlock codex entries and complete side quests. You can find the full set of the durable Legion of the Dead armor, for example, in the Dead Trenches during Orzammar's "The Dead Caste" side quest. Check your codex "Items" and "Quest-Related" entries any time they update for clues on where to find these treasured items.

	Material Type	Damage Modifier	Armor Modifier
Metals	Iron (Tier 1)	1	1
	Grey Iron (Tier 2)	1.1	1.2
	Steel (Tier 3)	1.2	1.4
	Veridium (Tier 4)	1.3	1.6
	Red Steel (Tier 5)	1.4	1.8
	Silverite (Tier 6)	1.5	2.1
	Dragonbone (Tier 7)	1.6	2.5
Woods	Elm (Tier 1)	1	1
	Ash (Tier 2)	1.1	1
	Yew (Tier 3)	1.2	1.33
	Whitewood (Tier 4)	1.3	1.66
	Ironbark (Tier 5)	1.4	2
	Sylvanwood (Tier 6)	1.5	2.33
	Dragonthorn (Tier 7)	1.6	2.66
Leathers	Rough Hide (Tier 1)	1	1
	Cured Hide (Tier 2)	1.1	1.33
	Leather (Tier 3)	1.2	1.66
	Hardened Leather (Tier 4)	1.3	2
	Reinforced Leather (Tier 5)	1.4	2.33
	Inscribed Leather (Tier 6)	1.5	2.66
	Drakeskin (Tier 7)	1.6	3

Vendor Shopping

In every major city and village, merchant vendors sell their goods to anyone who will flash a coin at them. Some specialize in armor, while others dabble in the elements of crafting. Some places like the Denerim Market District are home to many vendors, and you can find just about anything, legal or otherwise, in Ferelden's capital city.

Backpacks

As soon as you can afford a backpack, go out and buy one. Each backpack increases your inventory capacity by 10 slots. It's well worth the investment to gain extra holding space on those long dungeon treks. You can find backpacks on the following vendors:

Circle Tower (Quartermaster)

Dalish Camp (Varathorn's Goods)

Denerim Market (Gorim after the Landsmeet)

Ostagar (Quartermaster)

Party Camp (Bodahn's Wares)

Manuals

A manual trains you in a class specialization, a rare and valuable thing. You can find manuals on the following vendors:

Dalish Camp, Varathorn (Manual: Shapeshifter)

Denerim Market, Gorim after the Landsmeet (Manual: Berserker)

Denerim Market, Wonders of Thedas after the Landsmeet (Manual: Spirit Healer)

Elven Alienage, Alarith's Store after the Landsmeet (Manual: Assassin)

Orzammar, Alimar (Manual: Bard)

Party Camp, Bodahn's Wares (Manual: Ranger)

Party Camp, Bodahn's Wares (Manual: Templar)

Tomes

Tomes grant you extra points to spend on talents, skills, and attributes. You can find tomes on the following vendors:

Circle Tower, Quartermaster (Tome of Arcane Technique)

Dalish Camp, Varathorn (Tome of Skill and Sundry)

Dalish Camp, Varathorn (Tome of the Mortal Vessel)

Denerim, Wonders of Thedas after the Landsmeet (Tome of Arcane Technique)

Elven Alienage, Alarith's Store (Tome of Skill and Sundry)

Haven, Shop Keeper (Greater Tome of the Mortal Vessel)

Orzammar Commons, Garin (Tome of Physical Technique)

Orzammar Commons, Legnar (Tome of the Mortal Vessel)

Party Camp, Bodahn's Wares (Tome of Arcane Technique)

Party Camp, Bodahn's Wares (Tome of Physical Technique)

Random Encounter, Dwarven Merchant (Tome of Skill and Sundry)

Grandmaster Runes

Once you level up a bit and have some gold weighing down your pockets, you'll want to invest in top-notch runes to empower your better weapons. Look for the best. the grandmaster runes, at the following vendors:

Deep Roads, Ruck's Store (Grandmaster Cold Iron Rune)

Denerim Market, Cesar after the Landsmeet (Grandmaster Dweomer Rune)

Denerim Market, Gorim, after the Landsmeet (Grandmaster Silverite Rune)

Denerim Market, Wonders of Thedas after the Landsmeet (Grandmaster Flame Rune)

Denerim Market, Wonders of Thedas after the Landsmeet (Grandmaster Paralyze Rune)

Frostback Mountains, Faryn (Grandmaster Silverite Rune)

Party Camp, Bodahn's Wares (Grandmaster Frost Rune)

Party Camp, Bodahn's Wares (Grandmaster Lightning Rune)

Party Camp, Bodahn's Wares (Grandmaster Slow Rune)

Redcliffe, Owen (Grandmaster Hale Rune)

Merchant Vendor Lists

Until you can craft items for yourself with Herbalism, Poison-Making, and Trap-Making, vendors will be your primary source for health poultices, lyrium potions, and any poisons or traps you may want to use in your adventuring. Even after you start crafting, you will visit vendors often to fill up on the components necessary for your crafts. Note which vendors service your needs the best, because you'll return to them often. While shopping, you will spot high-priced magic items in almost every shop; build up your gold to purchase these choice items for your end-game campaign. Also keep in mind that vendors' stores can change later in the game (many after the Landsmeet); stock that was once dull may hold a new surprise or two. Any time that you want to unload items and sell for profit, take a quick glance at the merchandise in case something new, or suddenly relevant, catches your eye.

Tip: Sell most of your extra inventory at Bodahn's Wares in your party camp. Vendors keep the items you sell to them, and you never know when you'll want to buy back that main-hand mace or hunk of garnet later in the game. If it's at Bodahn's, you definitely know where to find it.

The following merchant vendor lists show you all saleable items organized by location. If you happen to be passing through Orzammar, just look up the shops and note anything that you need to stock up on. If a vendor lists "second store" next to it, that means the vendor opens up a new shopping inventory at some point later in the game (usually following the Landsmeet announcement). So gather up some coin and get shopping already!

Merchant Name	Item Name	Item Quantity
Circle Tower		
Quartermaster	Andruil's Blessing	1
Quartermaster	Backpack	1
Quartermaster	Chainmail	1
Quartermaster	Chainmail Gloves	1
Quartermaster	Concentrator Agent	3
Quartermaster	Corrupter Agent	4
Quartermaster	Crossbow	1
Quartermaster	Dagger	1
Quartermaster	Demonic Ichor	1
Quartermaster	Double-Baked Mabari Crunch	2
Quartermaster	Expert Dweomer Rune	1
Quartermaster	Explosive Bolt	20
Quartermaster	Fire Arrow	50
Quartermaster	Fire Bolt	50
Quartermaster	Fire Bomb	2
Quartermaster	Fire Bomb Recipe	1
Quartermaster	Fire Crystal	4
Quartermaster	Flaming Coating Recipe	1
Quartermaster	Glamour Charm	2
Quartermaster	Greater Health Poultice	1
Quartermaster	Greater Lyrium Potion	1
Quartermaster	Greater Spirit Balm	1
Quartermaster	Greatsword	1
Quartermaster	Health Poultice	3
Quartermaster	Heavy Chainmail Boots	1
Quartermaster	Heavy Wooden Shield	1
Quartermaster	Incense of Awareness Recipe	1
Quartermaster	Injury Kit	2
Quartermaster	Injury Kit Recipe	1
Quartermaster	Lesser Elixir of Grounding	1
Quartermaster	Lesser Ice Salve	1
Quartermaster	Lesser Spirit Balm Recipe	1
Quartermaster	Lesser Warmth Balm	1
Quartermaster	Lesser Warmth Balm Recipe	1
Quartermaster	Liberator's Mace	1
Quartermaster	Longsword	1
Quartermaster	Lyrium Dust	1
Quartermaster	Lyrium Potion	2
Quartermaster	Lyrium Potion Recipe	1
Quartermaster	Mace	1
Quartermaster	Magic Staff	1
Quartermaster	Maul	1
Quartermaster	Metal Shard	3
Quartermaster	Pocketed Searing Gloves	1
Quartermaster	Polar Gauntlets	1
Quartermaster	Reinforced Magus Cowl	1
Quartermaster	Scale Armor	1
Quartermaster	Soldier's Helm	1
Quartermaster	Soulrot Bomb	1
Quartermaster	Spiral Band	1
Quartermaster	Spirit Shard	3
Quartermaster	Splintmail Boots	1
Quartermaster	Splintmail Gloves	1
Quartermaster	Staff of the Magister Lord	1
Quartermaster	Swift Salve	1
Quartermaster	Thorn	1
Quartermaster	Tome of Arcane Technique	1
Quartermaster	Toxin Extract	2
Quartermaster	Trap Trigger	4
Quartermaster	Wooden Kite Shield	1

Dalish Camp		
Varathorn's Goods	Acid Flask	2
Varathorn's Goods	Acid Flask Recipe	1
Varathorn's Goods	Acidic Coating	1
Varathorn's Goods	Acidic Coating Recipe	1
Varathorn's Goods	Acidic Trap	2
Varathorn's Goods	Acidic Trap Plans	1
Varathorn's Goods	Adder's Kiss	1
Varathorn's Goods	Chasind Robes	1
Varathorn's Goods	Clan Shield	1
Varathorn's Goods	Concentrated Venom	2
Varathorn's Goods	Concentrator Agent	2
Varathorn's Goods	Corrupter Agent	2
Varathorn's Goods	Dalish Armor	1
Varathorn's Goods	Dalish Boots	1
Varathorn's Goods	Dalish Gloves	1
Varathorn's Goods	Dalish Longbow	1
Varathorn's Goods	Dal'Thanaan	1
Varathorn's Goods	Dal'Thanu	1
Varathorn's Goods	Dar'Misaan	1
Varathorn's Goods	Dar'Misu	1
Varathorn's Goods	Deathroot	1
Varathorn's Goods	Deathroot Extract	2
Varathorn's Goods	Distillation Agent	3
Varathorn's Goods	Elf-Flight Arrow	40
Varathorn's Goods	Elfroot	1
Varathorn's Goods	Elfrope	1
Varathorn's Goods	Fire Arrow	40
Varathorn's Goods	Greater Health Poultice	2
Varathorn's Goods	Greater Health Poultice Recipe	1
Varathorn's Goods	Greater Nature Salve	1
Varathorn's Goods	Health Poultice	3
Varathorn's Goods	Health Poultice Recipe	1
Varathorn's Goods	Ice Arrow	40
Varathorn's Goods	Injury Kit	2
Varathorn's Goods	Large Grease Trap Plans	1
Varathorn's Goods	Leather Helm	1
Varathorn's Goods	Lesser Lyrium Potion	4
Varathorn's Goods	Lesser Nature Salve	3
Varathorn's Goods	Lesser Nature Salve Recipe	1
Varathorn's Goods	Lesser Spirit Balm	1
Varathorn's Goods	Lesser Spirit Balm Recipe	1
Varathorn's Goods	Lifestone	5
Varathorn's Goods	Lyrium Potion	2
Varathorn's Goods	Mabari Crunch	3
Varathorn's Goods	Manual: Shapeshifter	1
Varathorn's Goods	Rock Salve	1
Varathorn's Goods	Scout's Bow	1
Varathorn's Goods	Silver Brooch	1
Varathorn's Goods	Small Grease Trap Plans	1
Varathorn's Goods	Spirit Shard	3
Varathorn's Goods	Swift Salve	1
Varathorn's Goods	Toxin Extract	1
Varathorn's Goods (second store)	Acid Flask	4
Varathorn's Goods (second store)	Acid Flask Recipe	1
Varathorn's Goods (second store)	Acidic Coating	3

Varathorn's Goods (second store)	Acidic Coating Recipe	1
Varathorn's Goods (second store)	Acidic Grease Trap	2
Varathorn's Goods (second store)	Acidic Grease Trap Plans	1
Varathorn's Goods (second store)	Acidic Trap	2
Varathorn's Goods (second store)	Acidic Trap Plans	1
Varathorn's Goods (second store)	Adder's Kiss	1
Varathorn's Goods (second store)	Armsman's Tensioner	1
Varathorn's Goods (second store)	Backpack	1
Varathorn's Goods (second store)	Concentrator Agent	2
Varathorn's Goods (second store)	Corrupter Agent	4
Varathorn's Goods (second store)	Dalish Armor	1
Varathorn's Goods (second store)	Dalish Boots	1
Varathorn's Goods (second store)	Dalish Gloves	1
Varathorn's Goods (second store)	Dalish Longbow	1
Varathorn's Goods (second store)	Dalish Shield	1
Varathorn's Goods (second store)	Dal'Thanaan	1
Varathorn's Goods (second store)	Dal'Thanu	1
Varathorn's Goods (second store)	Dar'Misaan	1
Varathorn's Goods (second store)	Dar'Misu	1
Varathorn's Goods (second store)	Deathroot	1
Varathorn's Goods (second store)	Distillation Agent	3
Varathorn's Goods (second store)	Double-Baked Mabari Crunch	3
Varathorn's Goods (second store)	Elf-Flight Arrow	40

Varathorn's Goods (second store)	Elfroot	1
Varathorn's Goods (second store)	Fire Arrow	40
Varathorn's Goods (second store)	Greater Health Poultice	3
Varathorn's Goods (second store)	Greater Health Poultice Recipe	1
Varathorn's Goods (second store)	Greater Injury Kit	1
Varathorn's Goods (second store)	Greater Lyrium Potion	2
Varathorn's Goods (second store)	Greater Nature Salve	2
Varathorn's Goods (second store)	Greater Nature Salve Recipe	1
Varathorn's Goods (second store)	Greater Spirit Balm	1
Varathorn's Goods (second store)	Greater Spirit Balm Recipe	1
Varathorn's Goods (second store)	Health Poultice	3
Varathorn's Goods (second store)	Health Poultice Recipe	1
Varathorn's Goods (second store)	Ice Arrow	40
Varathorn's Goods (second store)	Incense of Awareness	2
Varathorn's Goods (second store)	Injury Kit	3
Varathorn's Goods (second store)	Large Grease Trap Plans	1
Varathorn's Goods (second store)	Leather Helm	1
Varathorn's Goods (second store)	Lesser Nature Salve Recipe	1
Varathorn's Goods (second store)	Lesser Spirit Balm Recipe	1
Varathorn's Goods (second store)	Lifestone	6
Varathorn's Goods (second store)	Lyrium Potion	3
Varathorn's Goods (second store)	Magebane	2
Varathorn's Goods (second store)	Manual: Shapeshifter	1

Varathorn's Goods (second store)	Potent Health Poultice	1
Varathorn's Goods (second store)	Potent Health Poultice Recipe	1
Varathorn's Goods (second store)	Scout's Bow	1
Varathorn's Goods (second store)	Small Grease Trap Plans	1
Varathorn's Goods (second store)	Soldier's Bane	2
Varathorn's Goods (second store)	Soulrot Bomb	2
Varathorn's Goods (second store)	Soulrot Bomb Recipe	1
Varathorn's Goods (second store)	Soulrot Coating	2
Varathorn's Goods (second store)	Soulrot Coating Recipe	1
Varathorn's Goods (second store)	Soulrot Trap Plans	1
Varathorn's Goods (second store)	Spirit Shard	4
Varathorn's Goods (second store)	Swift Salve	1
Varathorn's Goods (second store)	The Dark Moon	1
Varathorn's Goods (second store)	Tome of Skill and Sundry	1
Varathorn's Goods (second store)	Tome of the Mortal Vessel	1
Varathorn's Goods (second store)	Toxin Extract	1
Dalish Elf Origin		
Ilen's Wares	Acid Flask	1
Ilen's Wares	Clan Shield	1
Ilen's Wares	Dalish Armor	1
Ilen's Wares	Dalish Boots	1
Ilen's Wares	Dalish Gloves	1
Ilen's Wares	Dalish Longbow	1
Ilen's Wares	Dal'Thanu	1
Ilen's Wares	Dar'Misaan	1
Ilen's Wares	Dar'Misu	1
Ilen's Wares	Deathroot	2
Ilen's Wares	Deathroot Extract	1
Ilen's Wares	Elf-Flight Arrow	20
Ilen's Wares	Elfroot	4
Ilen's Wares	Flask	5
Ilen's Wares	Leather Helm	1
Ilen's Wares	Lesser Health Poultice	3
Ilen's Wares	Lesser Injury Kit	3
Ilen's Wares	Lesser Nature Salve	1

Ilen's Wares	Metal Shard	2
Ilen's Wares	Scout's Bow	1
Ilen's Wares	Small Caltrop Trap	1
Ilen's Wares	Spring Trap	2
Ilen's Wares	Swift Salve	1
Ilen's Wares	Toxin Extract	2
Ilen's Wares	Trap Trigger	3
Ilen's Wares	Venom	1
Deep Roads		
Ruck's Store	Armor of the Divine Will	1
Ruck's Store	Deep Mushroom	1
Ruck's Store	Destructionist's Belt	1
Ruck's Store	Dwarven Heavy Boots	1
Ruck's Store	Dwarven Large Round Shield	1
Ruck's Store	Dwarven Longsword	1
Ruck's Store	Dwarven Mace	1
Ruck's Store	Dwarven Waraxe	1
Ruck's Store	Etched Silver Symbol	1
Ruck's Store	Fire Crystal	3
Ruck's Store	Frostrock	5
Ruck's Store	Frozen Lightning	6
Ruck's Store	Grandmaster Cold Iron Rune	1
Ruck's Store	Heavy Dwarven Helmet	1
Ruck's Store	Lifestone	1
Ruck's Store	Shield of the Legion	1
Denerim Market District		
Cesar	Ash Warrior Axe	1
Cesar	Barbarian Helmet	1
Cesar	Barbarian Mace	1
Cesar	Clan Shield	1
Cesar	Concentrated Crow Poison Recipe	1
Cesar	Concentrator Agent	2
Cesar	Corrupter Agent	4
Cesar	Crow Dagger	1
Cesar	Crow Shield	1
Cesar	Deathroot	4
Cesar	Demonic Ichor	3
Cesar	Demonic Poison Recipe	1
Cesar	Enchanter's Staff	1
Cesar	Fire Arrow	40
Cesar	Ice Arrow	40
Cesar	Magebane Poison Recipe	1
Cesar	Orlesian Bow	1
Cesar	Qunari Infantry Helm	1
Cesar	Saw Sword	1
Cesar	Soldier's Bane Recipe	1
Cesar	Tevinter Shield	1
Cesar	Toxin Extract	3
Cesar (second store)	Antivan Crossbow	1
Cesar (second store)	Antivan Longbow	1
Cesar (second store)	Arrow of Filth	40
Cesar (second store)	Barbarian Axe	1
Cesar (second store)	Concentrated Crow Poison Recipe	1
Cesar (second store)	Concentrated Demonic Poison Recipe	1
Cesar (second store)	Concentrated Magebane Recipe	1

Cesar (second store)	Concentrated Soldier's Bane Recipe	1
Cesar (second store)	Concentrator Agent	4
Cesar (second store)	Corrupter Agent	5
Cesar (second store)	Dar'Misu	1
Cesar (second store)	Deathroot	7
Cesar (second store)	Demonic Ichor	4
Cesar (second store)	Demonic Poison Recipe	1
Cesar (second store)	Dwarven Waraxe	1
Cesar (second store)	Executioner's Helm	1
Cesar (second store)	Explosive Bolt	20
Cesar (second store)	Fire Arrow	40
Cesar (second store)	Fire Bolt	40
Cesar (second store)	First Enchanter Robes	1
Cesar (second store)	Grandmaster Dweomer Rune	1
Cesar (second store)	Heavy Maul	1
Cesar (second store)	Ice Arrow	40
Cesar (second store)	Ice Bolt	40
Cesar (second store)	Knight-Commander's Helm	1
Cesar (second store)	Knockback Bolt	20
Cesar (second store)	Magebane Poison Recipe	1
Cesar (second store)	Magic Staff	1
Cesar (second store)	Orlesian Bow	1
Cesar (second store)	Quiet Death Recipe	1
Cesar (second store)	Qunari Commander Helm	1
Cesar (second store)	Qunari Sword	1
Cesar (second store)	Saw Sword	1
Cesar (second store)	Soldier's Bane Recipe	1
Cesar (second store)	Toxin Extract	8
Gnawed Noble Tavern (after Landsmeet)	Concentrator Agent	1
Gnawed Noble Tavern (after Landsmeet)	Deep Mushroom	1
Gnawed Noble Tavern (after Landsmeet)	Distillation Agent	1
Gnawed Noble Tavern (after Landsmeet)	Elfroot	7
Gnawed Noble Tavern (after Landsmeet)	Flask	1
Gnawed Noble Tavern (after Landsmeet)	Greater Health Poultice Recipe	1
Gnawed Noble Tavern (after Landsmeet)	Health Poultice	2
Gnawed Noble Tavern (after Landsmeet)	Health Poultice Recipe	1
Gnawed Noble Tavern (after Landsmeet)	Injury Kit Recipe	1
Gnawed Noble Tavern (after Landsmeet)	Lesser Health Poultice	3
Gnawed Noble Tavern (after Landsmeet)	Lesser Injury Kit	5
Gnawed Noble Tavern (after Landsmeet)	Lesser Injury Kit Recipe	1

Gnawed Noble Tavern (after Landsmeet)	Mabari Crunch	4
Gorim	Crossbow	1
Gorim	Dagger	1
Gorim	Dwarven Armor	1
Gorim	Dwarven Armored Boots	1
Gorim	Dwarven Armored Gloves	1
Gorim	Dwarven Heavy Armor	1
Gorim	Dwarven Heavy Boots	1
Gorim	Dwarven Heavy Gloves	1
Gorim	Dwarven Helmet	1
Gorim	Dwarven Large Round Shield	1
Gorim	Dwarven Longsword	1
Gorim	Dwarven Mace	1
Gorim	Dwarven Waraxe	1
Gorim	Gorim's Shield	1
Gorim	Gorim's Sword	1
Gorim	Heavy Dwarven Helmet	1
Gorim	Manual: Berserker	1
Gorim	Metal Shard	5
Gorim (second store)	Axe	1
Gorim (second store)	Backpack	1
Gorim (second store)	Camenae's Barbute	1
Gorim (second store)	Chasind Great Maul	1
Gorim (second store)	Crossbow	1
Gorim (second store)	Dagger	1
Gorim (second store)	Diamond Maul	1
Gorim (second store)	Dwarven Armor	1
Gorim (second store)	Dwarven Armored Boots	1
Gorim (second store)	Dwarven Armored Gloves	1
Gorim (second store)	Dwarven Heavy Armor	1
Gorim (second store)	Dwarven Heavy Boots	1
Gorim (second store)	Dwarven Heavy Gloves	1
Gorim (second store)	Dwarven Helmet	1
Gorim (second store)	Dwarven Large Round Shield	1
Gorim (second store)	Dwarven Longsword	1
Gorim (second store)	Dwarven Mace	1
Gorim (second store)	Dwarven Massive Armor	1
Gorim (second store)	Dwarven Massive Armored Boots	1
Gorim (second store)	Dwarven Massive Armored Gloves	1
Gorim (second store)	Fire Bolt	40
Gorim (second store)	Grandmaster Silverite Rune	1
Gorim (second store)	Heavy Dwarven Helmet	1
Gorim (second store)	Heavy Metal Shield	1
Gorim (second store)	Ice Bolt	40
Gorim (second store)	Katriel's Grasp	1
Gorim (second store)	Manual: Berserker	1
Gorim (second store)	Metal Shard	8
Gorim (second store)	Meteor Sword	1
Gorim (second store)	Rock-Knocker	1
Gorim (second store)	Sword Belt	1
Gorim (second store)	Thorval's Luck	1
Wade's Armor	Chainmail	1
Wade's Armor	Chainmail Gloves	1
Wade's Armor	Heavy Chainmail	1
Wade's Armor	Heavy Chainmail Boots	1
Wade's Armor	Heavy Chainmail Gloves	1
Wade's Armor	Helmet	1
Wade's Armor	Leather Armor	1

Wade's Armor	Leather Boots	1
Wade's Armor	Leather Gloves	1
Wade's Armor	Leather Helm	1
Wade's Armor	Metal Shard	4
Wade's Armor	Scale Armor	1
Wade's Armor	Scale Boots	1
Wade's Armor	Soldier's Helm	1
Wade's Armor	Splintmail Boots	1
Wade's Armor	Splintmail Gloves	1
Wade's Armor (second store)	Evon the Great's Mail	1
Wade's Armor (second store)	Heavy Chainmail	1
Wade's Armor (second store)	Heavy Chainmail Boots	1
Wade's Armor (second store)	Heavy Chainmail Gloves	1
Wade's Armor (second store)	Heavy Plate Armor	1
Wade's Armor (second store)	Heavy Plate Boots	1
Wade's Armor (second store)	Heavy Plate Gloves	1
Wade's Armor (second store)	Kaddis of the Mountain-Father	1
Wade's Armor (second store)	Soldier's Heavy Helm	1
Wade's Armor (second store)	Soldier's Heavy Helm	6
Wade's Armor (second store)	Soldier's Helm	1
Wade's Armor (second store)	Studded Leather Armor	1
Wade's Armor (second store)	Studded Leather Boots	1
Wade's Armor (second store)	Studded Leather Gloves	1
Wade's Armor (second store)	Studded Leather Helm	1
Wade's Armor (second store)	The Felon's Coat	1
Wonders of Thedas (after Landsmeet)	Ancient Map of the Imperium	1
Wonders of Thedas (after Landsmeet)	Apprentice Cowl	1
Wonders of Thedas (after Landsmeet)	Apprentice's Amulet	1
Wonders of Thedas (after Landsmeet)	Archivist's Sash	1
Wonders of Thedas (after Landsmeet)	Demonic Ichor	3
Wonders of Thedas (after Landsmeet)	Enchanter Cowl	1
Wonders of Thedas (after Landsmeet)	Expert Flame Rune	1
Wonders of Thedas (after Landsmeet)	Expert Hale Rune	1
Wonders of Thedas (after Landsmeet)	Expert Paralyze Rune	1
Wonders of Thedas (after Landsmeet)	Fire Crystal	6
Wonders of Thedas (after Landsmeet)	Flask	8
Wonders of Thedas (after Landsmeet)	Frostrock	5
Wonders of Thedas (after Landsmeet)	Glamour Charm	6
Wonders of Thedas (after Landsmeet)	Grandmaster Flame Rune	1

Wonders of Thedas (after Landsmeet)	Grandmaster Paralyze Rune	1
Wonders of Thedas (after Landsmeet)	Greater Ice Salve Recipe	1
Wonders of Thedas (after Landsmeet)	Greater Lyrium Potion	2
Wonders of Thedas (after Landsmeet)	Greater Lyrium Potion Recipe	1
Wonders of Thedas (after Landsmeet)	Greater Warmth Balm Recipe	1
Wonders of Thedas (after Landsmeet)	Hearthstone Pendant	1
Wonders of Thedas (after Landsmeet)	Incense of Awareness	2
Wonders of Thedas (after Landsmeet)	Journeyman Cold Iron Rune	1
Wonders of Thedas (after Landsmeet)	Journeyman Frost Rune	1
Wonders of Thedas (after Landsmeet)	Lend of the Lion	1
Wonders of Thedas (after Landsmeet)	Lesser Lyrium Potion	5
Wonders of Thedas (after Landsmeet)	Lightning Rod	1
Wonders of Thedas (after Landsmeet)	Lyrium Dust	10
Wonders of Thedas (after Landsmeet)	Lyrium Potion	4
Wonders of Thedas (after Landsmeet)	Mabari Dog Chain	1
Wonders of Thedas (after Landsmeet)	Magic Staff	1
Wonders of Thedas (after Landsmeet)	Manual: Spirit Healer	1
Wonders of Thedas (after Landsmeet)	Master Cold Iron Rune	1
Wonders of Thedas (after Landsmeet)	Master Dweomer Rune	1
Wonders of Thedas (after Landsmeet)	Master Hale Rune	1
Wonders of Thedas (after Landsmeet)	Overpowering Lure Trap Plans	1
Wonders of Thedas (after Landsmeet)	Potent Lyrium Potion Recipe	1
Wonders of Thedas (after Landsmeet)	Reaper's Vestments	1

Wonders of Thedas (after Landsmeet)	Ring of Ages	1
Wonders of Thedas (after Landsmeet)	Robe of the Witch	1
Wonders of Thedas (after Landsmeet)	Shock Bomb Recipe	1
Wonders of Thedas (after Landsmeet)	Shock Coating Recipe	1
Wonders of Thedas (after Landsmeet)	Spirit Shard	4
Wonders of Thedas (after Landsmeet)	Swift Salve Recipe	1
Wonders of Thedas (after Landsmeet)	Tevinter Mage Robes	1
Wonders of Thedas (after Landsmeet)	Tevinter Robe	1
Wonders of Thedas (after Landsmeet)	Tome of Arcane Technique	1
Wonders of Thedas (after Landsmeet)	Torch of Embers	1
Wonders of Thedas (after Landsmeet)	Twitch	1
Wonders of Thedas (after Landsmeet)	Wintersbreath	1
Dwarf Commoner Origin: Orzammar Commons		
Merchant	Crossbow	1
Merchant	Dagger	1
Merchant	Duster Leather Armor	1
Merchant	Duster Leather Boots	1
Merchant	Duster Leather Gloves	1
Merchant	Dwarven Longsword	1
Merchant	Dwarven Mace	1
Merchant	Dwarven Waraxe	1
Merchant	Leather Helm	1
Merchant	Shortbow	1
Merchant	Small Metal Round Shield	1
Olinda's	Deathroot	1
Olinda's	Deep Mushroom	4
Olinda's	Elfroot	3
Olinda's	Fire Bomb	1
Olinda's	Flask	5
Olinda's	Lesser Health Poultice	3
Olinda's	Lesser Injury Kit	3
Olinda's	Lesser Warmth Balm	1
Olinda's	Metal Shard	2
Olinda's	Rock Salve	1
Olinda's	Small Claw Trap	1
Olinda's	Spring Trap	2
Olinda's	Toxin Extract	2
Olinda's	Trap Trigger	6
Olinda's	Venom	2
Olinda's	Wine	1
Merchant	Amethyst	1
Merchant	Diamond	1

Merchant	Dwarven Armor	1
Merchant	Dwarven Armored Boots	1
Merchant	Dwarven Armored Gloves	1
Merchant	Dwarven Helmet	1
Merchant	Dwarven Large Round Shield	1
Merchant	Emerald	1
Merchant	Fluorspar	1
Merchant	Garnet	1
Merchant	Glamour Charm	1
Merchant	Greenstone	1
Merchant	Malachite	1
Merchant	Metal Shard	4
Merchant	Noble Clothing	1
Merchant	Noble Clothing	1
Merchant	Noble Clothing	1
Merchant	Noble Clothing	1
Merchant	Noble Clothing	1
Merchant	Noble Clothing	1
Merchant	Noble Clothing	1
Merchant	Noble Clothing	1
Merchant	Quartz	1
Merchant	Ruby	1
Merchant	Sapphire	1
Merchant	Small Metal Round Shield	1
Merchant	Topaz	1
Elven Alienage		
Alarith's Store (after Landsmeet)	Choking Powder Cloud Trap Plans	1
Alarith's Store (after Landsmeet)	Current Map of Ferelden	1
Alarith's Store (after Landsmeet)	Deathroot	2
Alarith's Store (after Landsmeet)	Double-Baked Mabari Crunch	2
Alarith's Store (after Landsmeet)	Fire Crystal	2
Alarith's Store (after Landsmeet)	Flaming Coating Recipe	1
Alarith's Store (after Landsmeet)	Freezing Coating	1
Alarith's Store (after Landsmeet)	Freezing Coating Recipe	1
Alarith's Store (after Landsmeet)	Glamour Charm	1
Alarith's Store (after Landsmeet)	Greater Health Poultice	1
Alarith's Store (after Landsmeet)	Greater Injury Kit Recipe	1
Alarith's Store (after Landsmeet)	Greater Nature Salve	1
Alarith's Store (after Landsmeet)	Greater Warmth Balm	1
Alarith's Store (after Landsmeet)	Health Poultice	3
Alarith's Store (after Landsmeet)	Injury Kit	2
Alarith's Store (after Landsmeet)	Lesser Health Poultice	4
Alarith's Store (after Landsmeet)	Lesser Injury Kit	3
Alarith's Store (after Landsmeet)	Lesser Nature Salve	2
Alarith's Store (after Landsmeet)	Lesser Nature Salve Recipe	1
Alarith's Store (after Landsmeet)	Lesser Warmth Balm	2
Alarith's Store (after Landsmeet)	Lesser Warmth Balm Recipe	1
Alarith's Store (after Landsmeet)	Mabari Crunch	4
Alarith's Store (after Landsmeet)	Manual: Assassin	1
Alarith's Store (after Landsmeet)	Mild Choking Powder Trap	2
Alarith's Store (after Landsmeet)	Mild Sleeping Gas Trap	2
Alarith's Store (after Landsmeet)	Rock Salve	1
Alarith's Store (after Landsmeet)	Rock Salve Recipe	1
Alarith's Store (after Landsmeet)	Senior Enchanter's Robes	1
Alarith's Store (after Landsmeet)	Sleeping Gas Cloud Trap Plans	1
Alarith's Store (after Landsmeet)	Staff of the Ephemeral Order	1
Alarith's Store (after Landsmeet)	Swordsman's Girdle	1
Alarith's Store (after Landsmeet)	Tome of Skill and Sundry	1
Alarith's Store (after Landsmeet)	Trap Trigger	10
Alarith's Store (after Landsmeet)	Warpaint of the Waking Sea	1

Frostback Mountains		
Faryn	Arrow of Filth	20
Faryn	Chasind Crusher	1
Faryn	Chevalier's Gloves	1
Faryn	Concentrated Deathroot Extract Recipe	1
Faryn	Concentrator Agent	3
Faryn	Dagger	1
Faryn	Dalish Longbow	1
Faryn	Dal'Thanaan	1
Faryn	Darkspawn Crossbow	1
Faryn	Demonic Ichor	2
Faryn	Dwarven Longsword	1
Faryn	Dwarven Smith's Belt	1
Faryn	Elfroot	5
Faryn	Explosive Bolt	20
Faryn	Fleshrot Recipe	1
Faryn	Frostrock	4
Faryn	Glamour Charm	3
Faryn	Grandmaster Silverite Rune	1
Faryn	Greater Lyrium Potion Recipe	1
Faryn	Heavy Chainmail	1
Faryn	Knight Commander's Plate	1
Faryn	Large Grease Trap Plans	1
Faryn	Lesser Ice Salve Recipe	1
Faryn	Lord's Hunting Jabot	1
Faryn	Magic Staff	1
Faryn	Portrait of a Goosegirl	1
Faryn	Qunari Infantry Helm	1
Faryn	Qunari Sword	1
Faryn	Scale Boots	1
Faryn	Small Grease Trap Plans	1
Faryn	Soulrot Trap Plans	1
Faryn	Spirit Shard	2
Faryn	Studded Leather Boots	1
Faryn	Sureshot Bolt	20
Faryn	Swift Salve Recipe	1
Faryn	Tevinter Shield	1
Faryn	Throwback Harness	1
Faryn	Toxin Extract	3
Haven		
New Shop Keeper	Acid Flask Recipe	1
New Shop Keeper	Acidic Coating Recipe	1
New Shop Keeper	Andraste's Arrows	10
New Shop Keeper	Apprentice's Amulet	1
New Shop Keeper	Axe	1
New Shop Keeper	Choking Powder Trap	1
New Shop Keeper	Choking Powder Trap Plans	1
New Shop Keeper	Concentrated Magebane	1
New Shop Keeper	Concentrated Soldier's Bane	1
New Shop Keeper	Dagger	1
New Shop Keeper	Freeze Bomb	2
New Shop Keeper	Greater Elixir of Grounding	1
New Shop Keeper	Greater Elixir of Grounding Recipe	1
New Shop Keeper	Greater Health Poultice	2
New Shop Keeper	Greater Ice Salve	1
New Shop Keeper	Greater Tome of the Mortal Vessel	1
New Shop Keeper	Health Poultice	3

New Shop Keeper	Ice Arrow	40
New Shop Keeper	Incense of Awareness	1
New Shop Keeper	Injury Kit	2
New Shop Keeper	Interesting Lure Trap Plans	1
New Shop Keeper	Kaddis of the King's Hounds	1
New Shop Keeper	Large Wooden Round Shield	1
New Shop Keeper	Lesser Elixir of Grounding	2
New Shop Keeper	Lesser Elixir of Grounding Recipe	1
New Shop Keeper	Lesser Ice Salve	2
New Shop Keeper	Lesser Ice Salve Recipe	1
New Shop Keeper	Lesser Injury Kit	3
New Shop Keeper	Longbow	1
New Shop Keeper	Longsword	1
New Shop Keeper	Lyrium Potion	3
New Shop Keeper	Lyrium Potion Recipe	1
New Shop Keeper	Mace	1
New Shop Keeper	Magebane	2
New Shop Keeper	Magebane Poison Recipe	1
New Shop Keeper	Mild Choking Powder Trap Plans	1
New Shop Keeper	Mild Lure Plans	1
New Shop Keeper	Shock Bomb	2
New Shop Keeper	Shock Coating	1
New Shop Keeper	Shock Trap	2
New Shop Keeper	Shortbow	1
New Shop Keeper	Small Shield	1
New Shop Keeper	Soldier's Bane	2
New Shop Keeper	Soldier's Bane Recipe	1
New Shop Keeper	Studded Leather Armor	1
New Shop Keeper	Studded Leather Boots	1
New Shop Keeper	Studded Leather Gloves	1
New Shop Keeper	Studded Leather Helm	1
New Shop Keeper	Swift Salve	1
New Shop Keeper	Wooden Kite Shield	1
Shop Keeper	Acid Flask Recipe	1
Shop Keeper	Acidic Coating Recipe	1
Shop Keeper	Andraste's Arrows	10
Shop Keeper	Axe	1
Shop Keeper	Dagger	1
Shop Keeper	Greater Elixir of Grounding	1
Shop Keeper	Health Poultice	2
Shop Keeper	Ice Arrow	40
Shop Keeper	Large Wooden Round Shield	1
Shop Keeper	Lesser Elixir of Grounding	2
Shop Keeper	Lesser Elixir of Grounding Recipe	1
Shop Keeper	Lesser Health Poultice	3
Shop Keeper	Lesser Ice Salve	2
Shop Keeper	Lesser Injury Kit	2
Shop Keeper	Lesser Lyrium Potion	3
Shop Keeper	Longsword	1
Shop Keeper	Lyrium Potion Recipe	1
Shop Keeper	Mace	1
Shop Keeper	Magebane	1
Shop Keeper	Mild Choking Powder Trap	2
Shop Keeper	Mild Choking Powder Trap Plans	1
Shop Keeper	Mild Lure Plans	1
Shop Keeper	Shock Bomb	2
Shop Keeper	Shock Trap	1
Shop Keeper	Shortbow	1

Shop Keeper	Small Shield	1
Shop Keeper	Soldier's Bane	1
Shop Keeper	Studded Leather Armor	1
Shop Keeper	Studded Leather Boots	1
Shop Keeper	Studded Leather Gloves	1
Shop Keeper	Studded Leather Helm	1
Shop Keeper	Swift Salve	1
Lake Calenhad		
Innkeeper	Apprentice's Amulet	1
Innkeeper	Concentrator Agent	2
Innkeeper	Distillation Agent	4
Innkeeper	Elfroot	7
Innkeeper	Fire Bomb	2
Innkeeper	Fire Crystal	2
Innkeeper	Fire Trap Plans	1
Innkeeper	Flame Coating	1
Innkeeper	Flask	1
Innkeeper	Greater Health Poultice	1
Innkeeper	Greater Warmth Balm	1
Innkeeper	Health Poultice	3
Innkeeper	Incense of Awareness	3
Innkeeper	Injury Kit	1
Innkeeper	Kaddis of the Siege-Breaker	1
Innkeeper	Lesser Health Poultice	2
Innkeeper	Lesser Injury Kit	2
Innkeeper	Lesser Lyrium Potion	5
Innkeeper	Lesser Nature Salve	2
Innkeeper	Lesser Spirit Balm	1
Innkeeper	Lesser Warmth Balm	3
Innkeeper	Lifestone	3
Innkeeper	Lyrium Dust	3
Innkeeper	Lyrium Potion	2
Innkeeper	Metal Shard	2
Innkeeper	Mild Choking Powder Trap Plans	1
Innkeeper	Rock Salve	2
Innkeeper	Shock Bomb	1
Innkeeper	Small Grease Trap Plans	1
Innkeeper	Swift Salve	1
Innkeeper	Toxin Extract	1
Innkeeper	Trap Trigger	8
Innkeeper	Wine	1
Lothering		
Merchant	Acid Flask	2
Merchant	Acidic Coating	1
Merchant	Chainmail	1
Merchant	Chainmail Gloves	1
Merchant	Concentrated Deathroot Extract Recipe	1
Merchant	Concentrated Venom Recipe	1
Merchant	Corrupter Agent	5
Merchant	Crossbow	1
Merchant	Dagger	1
Merchant	Dar'Misu	1
Merchant	Deathroot	7
Merchant	Deep Mushroom	8
Merchant	Dwarven Large Round Shield	1
Merchant	Dwarven Longsword	1
Merchant	Dwarven Mace	1
Merchant	Dwarven Waraxe	1
Merchant	Enchanter's Staff	1
Merchant	Fire Bolt	20

Merchant	Fire Bomb	1
Merchant	Fire Bomb Recipe	1
Merchant	Fire Crystal	3
Merchant	Freeze Bomb Recipe	1
Merchant	Frostrock	2
Merchant	Health Poultice	2
Merchant	Helmet	1
Merchant	Large Wooden Round Shield	1
Merchant	Lesser Ice Salve	1
Merchant	Lesser Injury Kit	2
Merchant	Lesser Warmth Balm	1
Merchant	Lifestone	5
Merchant	Lyrium Potion	2
Merchant	Maul	1
Merchant	Scale Armor	1
Merchant	Scale Boots	1
Merchant	Splintmail Boots	1
Merchant	Splintmail Gloves	1
Merchant	Swift Salve	1
Merchant	Toxin Extract	4
Merchant	Wine	1
Lothering: Dane's Refuge		
Barlin	Ale	1
Barlin	Amulet of Accord	1
Barlin	Distillation Agent	4
Barlin	Elfroot	8
Barlin	Fire Arrow	20
Barlin	Flask	1
Barlin	Glamour Charm	2
Barlin	Golden Rope Necklace	1
Barlin	Health Poultice	1
Barlin	Ice Arrow	20
Barlin	Incense of Awareness	1
Barlin	Incense of Awareness Recipe	1
Barlin	Kaddis of the Courser	1
Barlin	Large Claw Trap	1
Barlin	Large Claw Trap Plans	1
Barlin	Large Shrapnel Trap Plans	1
Barlin	Leather Boots	1
Barlin	Leather Gloves	1
Barlin	Lesser Health Poultice	3
Barlin	Lesser Injury Kit	2
Barlin	Lesser Injury Kit Recipe	1
Barlin	Lesser Lyrium Potion	2
Barlin	Lesser Nature Salve	1
Barlin	Lifestone	2
Barlin	Lightning Rod	1
Barlin	Longbow	1
Barlin	Lyrium Dust	3
Barlin	Lyrium Potion Recipe	1
Barlin	Mabari Crunch	4
Barlin	Metal Shard	5
Barlin	Mild Lure	1
Barlin	Mild Lure Plans	1
Barlin	Rock Salve	1
Barlin	Sailor's Crossbow	1
Barlin	Shiny Gold Ring	1
Barlin	Shortbow	1
Barlin	Small Claw Trap	3
Barlin	Small Grease Trap	1
Barlin	Small Grease Trap Plans	1
Barlin	Small Metal Round Shield	1

Barlin	Small Shield	1
Barlin	Small Shrapnel Trap	2
Barlin	Studded Helmet	1
Barlin	Studded Leather Armor	1
Barlin	Studded Leather Boots	1
Barlin	Studded Leather Gloves	1
Barlin	Thorn of the Dead Gods	1
Barlin	Trap Trigger	1
Barlin	Warpaint of the Vanguard	1
Orzammar		
Alimar	Adder's Kiss Recipe	1
Alimar	Antivan Crossbow	1
Alimar	Arrow of Filth	20
Alimar	Ash Warrior Axe	1
Alimar	Backhands	1
Alimar	Choking Powder Trap Plans	1
Alimar	Concentrated Venom Recipe	1
Alimar	Concentrator Agent	3
Alimar	Corrupter Agent	1
Alimar	Crow Dagger	1
Alimar	Crow Poison Recipe	1
Alimar	Crow Shield	1
Alimar	Dagger	1
Alimar	Deathroot	6
Alimar	Deep Mushroom	6
Alimar	Demonic Ichor	3
Alimar	Distillation Agent	4
Alimar	Duster Leather Armor	1
Alimar	Duster Leather Boots	1
Alimar	Duster Leather Gloves	1
Alimar	Dwarven Mace	1
Alimar	Effort's Boots	1
Alimar	Fire Arrow	40
Alimar	Fire Crystal	2
Alimar	Freeze Bomb Recipe	1
Alimar	Freeze Trap Plans	1
Alimar	Freezing Coating Recipe	1
Alimar	Frostrock	6
Alimar	Glamour Charm	2
Alimar	Ice Bolt	40
Alimar	Imperial Reinforced Gloves	1
Alimar	Kaddis of the Trickster	1
Alimar	Knockback Bolt	20
Alimar	Lyrium Dust	2
Alimar	Manual: Bard	1
Alimar	Mild Choking Powder Trap Plans	1
Alimar	Mild Sleeping Gas Trap Plans	1
Alimar	Orlesian Bow	1
Alimar	Senior Enchanter's Robes	1
Alimar	Sleeping Gas Trap Plans	1
Alimar	Toxin Extract	4
Alimar	Trap Trigger	1
Figor	Acid Flask	2
Figor	Concentrator Agent	2
Figor	Deep Mushroom	8
Figor	Distillation Agent	3
Figor	Elfroot	7
Figor	Fire Crystal	3
Figor	Flask	1
Figor	Frostrock	3
Figor	Frozen Lightning	2
Figor	Greater Health Poultice Recipe	1

Figor	Health Poultice	3
Figor	Health Poultice Recipe	1
Figor	Injury Kit	1
Figor	Lesser Health Poultice	4
Figor	Lesser Ice Salve	1
Figor	Lesser Injury Kit	3
Figor	Lesser Injury Kit Recipe	1
Figor	Lesser Lyrium Potion	3
Figor	Lesser Nature Salve	1
Figor	Lesser Warmth Balm	2
Figor	Lifestone	5
Figor	Lyrium Dust	4
Figor	Magebane	1
Figor	Mild Sleeping Gas Trap	1
Figor	Rock Salve	3
Figor	Small Grease Trap	1
Figor	Spirit Shard	1
Janar	Crossbow	1
Janar	Dwarven Heavy Armor	1
Janar	Dwarven Heavy Boots	1
Janar	Dwarven Heavy Gloves	1
Janar	Dwarven Large Round Shield	1
Janar	Dwarven Longsword	1
Janar	Dwarven Mace	1
Janar	Dwarven Massive Armor	1
Janar	Dwarven Massive Armored Boots	1
Janar	Dwarven Massive Armored Gloves	1
Janar	Dwarven Waraxe	1
Janar	Heavy Dwarven Helmet	1
Janar	Heavy Metal Shield	1
Janar	Large Caltrop Trap Plans	1
Janar	Large Claw Trap Plans	1
Janar	Large Shrapnel Trap Plans	1
Janar	Metal Shard	10
Janar	Rock-Knocker	1
Orzammar: Commons		
Garin	Crossbow	1
Garin	Dagger	1
Garin	Diamond Maul	1
Garin	Dwarven Armor	1
Garin	Dwarven Armored Gloves	1
Garin	Dwarven Heavy Boots	1
Garin	Dwarven Helmet	1
Garin	Dwarven Large Round Shield	1
Garin	Dwarven Longsword	1
Garin	Dwarven Waraxe	1
Garin	Fire Bolt	40
Garin	Gemmed Bracelet	1
Garin	Gold Amulet	1
Garin	Golden Mirror	1
Garin	Heavy Metal Shield	1
Garin	Ice Bolt	40
Garin	Knockback Bolt	20
Garin	Lifegiver	1
Garin	Metal Shard	6
Garin	Precision-Geared Recurve	1
Garin	The Rose's Thorn	1
Garin	Tome of Physical Technique	1
Legnar	Alley King's Flagon	1
Legnar	Dagger	1

Legnar	Duster Leather Armor	1
Legnar	Duster Leather Boots	1
Legnar	Duster Leather Gloves	1
Legnar	Dwarven Longsword	1
Legnar	Dwarven Mace	1
Legnar	Fire Crystal	3
Legnar	Glamour Charm	4
Legnar	Gold Earrings	1
Legnar	Golden Symbol of Andraste	1
Legnar	Interesting Lure Trap Plans	1
Legnar	Leather Helm	1
Legnar	Mild Lure Plans	1
Legnar	Quicksilver Arming Cap	1
Legnar	Shadow of the Empire	1
Legnar	Silver Demon Head Ring	1
Legnar	Silverhammer's Evaders	1
Legnar	Small Metal Round Shield	1
Legnar	Spirit Shard	2
Legnar	Tome of the Mortal Vessel	1
Ostagar		
Quartermaster	Acid Flask Recipe	1
Quartermaster	Acolyte's Staff	1
Quartermaster	Axe	1
Quartermaster	Backpack	1
Quartermaster	Chainmail	1
Quartermaster	Chainmail Boots	1
Quartermaster	Chainmail Gloves	1
Quartermaster	Concentrated Venom Recipe	1
Quartermaster	Corrupter Agent	3
Quartermaster	Crossbow	1
Quartermaster	Dagger	1
Quartermaster	Deathroot	3
Quartermaster	Deep Mushroom	5
Quartermaster	Distillation Agent	4
Quartermaster	Elfroot	8
Quartermaster	Flask	1
Quartermaster	Greatsword	1
Quartermaster	Health Poultice Recipe	1
Quartermaster	Helmet	1
Quartermaster	Large Claw Trap Plans	1
Quartermaster	Large Wooden Round Shield	1
Quartermaster	Leather Armor	1
Quartermaster	Leather Boots	1
Quartermaster	Leather Gloves	1
Quartermaster	Leather Helm	1
Quartermaster	Lesser Health Poultice	8
Quartermaster	Lesser Injury Kit	3
Quartermaster	Lesser Injury Kit Recipe	1
Quartermaster	Lesser Lyrium Potion	6
Quartermaster	Lifestone	2
Quartermaster	Longsword	1
Quartermaster	Lyrium Dust	3
Quartermaster	Mabari Crunch	2
Quartermaster	Mace	1
Quartermaster	Metal Shard	5
Quartermaster	Scale Armor	1
Quartermaster	Scale Boots	1
Quartermaster	Scale Gloves	1
Quartermaster	Shortbow	1
Quartermaster	Small Grease Trap Plans	1
Quartermaster	Small Metal Round Shield	1
Quartermaster	Small Shield	1

Quartermaster	Splintmail	1
Quartermaster	Splintmail Boots	1
Quartermaster	Splintmail Gloves	1
Quartermaster	Studded Helmet	1
Quartermaster	Studded Leather Armor	1
Quartermaster	Studded Leather Boots	1
Quartermaster	Studded Leather Gloves	1
Quartermaster	Toxin Extract	3
Quartermaster	Trap Trigger	8
Quartermaster (second store)	Acid Flask	1
Quartermaster (second store)	Battleaxe	1
Quartermaster (second store)	Concentrated Deathroot Extract Recipe	1
Quartermaster (second store)	Double-Baked Mabari Crunch	1
Quartermaster (second store)	Double-Baked Mabari Crunch Recipe	1
Quartermaster (second store)	Enchanter's Footing	1
Quartermaster (second store)	Enchanter's Staff	1
Quartermaster (second store)	Fire Arrow	20
Quartermaster (second store)	Fire Bolt	20
Quartermaster (second store)	Fire Bomb	1
Quartermaster (second store)	Fire Bomb Recipe	1
Quartermaster (second store)	Glamour Charm	2
Quartermaster (second store)	Health Poultice	3
Quartermaster (second store)	Heavy Chainmail	1
Quartermaster (second store)	Heavy Chainmail Boots	1
Quartermaster (second store)	Heavy Chainmail Gloves	1
Quartermaster (second store)	Ice Arrow	20
Quartermaster (second store)	Ice Bolt	20
Quartermaster (second store)	Injury Kit	2
Quartermaster (second store)	Lesser Nature Salve	1
Quartermaster (second store)	Lesser Warmth Balm	1
Quartermaster (second store)	Longbow	1
Quartermaster (second store)	Lyrium Potion	2
Quartermaster (second store)	Maul	1
Quartermaster (second store)	Metal Kite Shield	1
Quartermaster (second store)	Mild Lure Plans	1
Quartermaster (second store)	Mild Sleeping Gas Trap Plans	1
Quartermaster (second store)	Rock Salve	1
Quartermaster (second store)	Rock Salve Recipe	1
Quartermaster (second store)	Soldier's Helm	1
Quartermaster (second store)	Soulrot Bomb	1
Quartermaster (second store)	Wooden Kite Shield	1
Tranquil Merchant	Incense of Awareness	1
Tranquil Merchant	Lesser Health Poultice	2
Tranquil Merchant	Lesser Lyrium Potion	1
Tranquil Merchant	Lesser Spirit Balm	1
Party Camp		
Bodahn's Wares	Angled Strikers	1
Bodahn's Wares	Backpack	1
Bodahn's Wares	Bard's Dancing Shoes	1
Bodahn's Wares	Blackmetal Torque	1
Bodahn's Wares	Collective Arming Cowl	1
Bodahn's Wares	Concentrator Agent	1
Bodahn's Wares	Conspirator's Foil	1
Bodahn's Wares	Corrupter Agent	1
Bodahn's Wares	Dalish Hunter's Belt	1
Bodahn's Wares	Dalish Pendant	1
Bodahn's Wares	Distillation Agent	1
Bodahn's Wares	Dwarven Merchant's Belt	1

Bodahn's Wares	Earthheart's Portable Bulwark	1
Bodahn's Wares	Ember	1
Bodahn's Wares	Enchanter's Arming Cap	1
Bodahn's Wares	Expert Lightning Rune	1
Bodahn's Wares	Flask	1
Bodahn's Wares	Golden Rope Necklace	1
Bodahn's Wares	Grandmaster Frost Rune	1
Bodahn's Wares	Grandmaster Lightning Rune	1
Bodahn's Wares	Grandmaster Slow Rune	1
Bodahn's Wares	Hailstone	1
Bodahn's Wares	Health Poultice	2
Bodahn's Wares	Imperial Weavers	1
Bodahn's Wares	Journeyman Dweomer Rune	1
Bodahn's Wares	Journeyman Flame Rune	1
Bodahn's Wares	Journeyman Hale Rune	1
Bodahn's Wares	Journeyman Silverite Rune	1
Bodahn's Wares	Lesser Health Poultice	4
Bodahn's Wares	Lesser Injury Kit	4
Bodahn's Wares	Lesser Lyrium Potion	4
Bodahn's Wares	Longbowman's Belt	1
Bodahn's Wares	Lyrium Potion	2
Bodahn's Wares	Mabari Crunch	4
Bodahn's Wares	Manual: Ranger	1
Bodahn's Wares	Manual: Templar	1
Bodahn's Wares	Master Lightning Rune	1
Bodahn's Wares	Novice Cold Iron Rune	1
Bodahn's Wares	Novice Dweomer Rune	1
Bodahn's Wares	Novice Frost Rune	1
Bodahn's Wares	Novice Lighting Rune	1
Bodahn's Wares	Par Vollen Willstone	1
Bodahn's Wares	Proving Helm	1
Bodahn's Wares	Silverhammer's Tackmasters	1
Bodahn's Wares	Spirit Hands	1
Bodahn's Wares	Sylvan's Mercy	1
Bodahn's Wares	The Spellward	1
Bodahn's Wares	The Veshialle	1
Bodahn's Wares	Tome of Arcane Technique	1
Bodahn's Wares	Tome of Physical Technique	1
Bodahn's Wares	Trap Trigger	24
Bodahn's Wares (after Landsmeet)	Arrow of Filth	20
Bodahn's Wares (after Landsmeet)	Axe	1
Bodahn's Wares (after Landsmeet)	Battleaxe	1
Bodahn's Wares (after Landsmeet)	Chainmail	1
Bodahn's Wares (after Landsmeet)	Concentrator Agent	1
Bodahn's Wares (after Landsmeet)	Corrupter Agent	1
Bodahn's Wares (after Landsmeet)	Crossbow	1
Bodahn's Wares (after Landsmeet)	Dagger	1

Bodahn's Wares (after Landsmeet)	Distillation Agent	1
Bodahn's Wares (after Landsmeet)	Double-Baked Mabari Crunch	4
Bodahn's Wares (after Landsmeet)	Dwarven Large Round Shield	1
Bodahn's Wares (after Landsmeet)	Elf-Flight Arrow	40
Bodahn's Wares (after Landsmeet)	Explosive Bolt	20
Bodahn's Wares (after Landsmeet)	Fire Arrow	40
Bodahn's Wares (after Landsmeet)	Fire Bolt	40
Bodahn's Wares (after Landsmeet)	First Enchanter's Cowl	1
Bodahn's Wares (after Landsmeet)	Flask	1
Bodahn's Wares (after Landsmeet)	Grandmaster Frost Rune	1
Bodahn's Wares (after Landsmeet)	Greater Elixir of Grounding	1
Bodahn's Wares (after Landsmeet)	Greater Health Poultice	4
Bodahn's Wares (after Landsmeet)	Greater Ice Salve	1
Bodahn's Wares (after Landsmeet)	Greater Injury Kit	3
Bodahn's Wares (after Landsmeet)	Greater Lyrium Potion	4
Bodahn's Wares (after Landsmeet)	Greater Nature Salve	1
Bodahn's Wares (after Landsmeet)	Greater Spirit Balm	1
Bodahn's Wares (after Landsmeet)	Greater Warmth Balm	1
Bodahn's Wares (after Landsmeet)	Greatsword	1
Bodahn's Wares (after Landsmeet)	Heaven's Wrath	1
Bodahn's Wares (after Landsmeet)	Heavy Chainmail Boots	1
Bodahn's Wares (after Landsmeet)	Heavy Metal Shield	1
Bodahn's Wares (after Landsmeet)	Heavy Plate Gloves	1

Bodahn's Wares (after Landsmeet)	Helmet	1
Bodahn's Wares (after Landsmeet)	Ice Arrow	40
Bodahn's Wares (after Landsmeet)	Ice Bolt	40
Bodahn's Wares (after Landsmeet)	Knockback Bolt	20
Bodahn's Wares (after Landsmeet)	Longbow	1
Bodahn's Wares (after Landsmeet)	Longsword	1
Bodahn's Wares (after Landsmeet)	Mace	1
Bodahn's Wares (after Landsmeet)	Magic Staff	1
Bodahn's Wares (after Landsmeet)	Master Paralyze Rune	1
Bodahn's Wares (after Landsmeet)	Maul	1
Bodahn's Wares (after Landsmeet)	Potent Health Poultice	2
Bodahn's Wares (after Landsmeet)	Potent Lyrium Potion	2
Bodahn's Wares (after Landsmeet)	Scale Armor	1
Bodahn's Wares (after Landsmeet)	Shortbow	1
Bodahn's Wares (after Landsmeet)	Soldier's Helm	1
Bodahn's Wares (after Landsmeet)	Splintmail	1
Bodahn's Wares (after Landsmeet)	Studded Leather Armor	1
Bodahn's Wares (after Landsmeet)	Studded Leather Boots	1
Bodahn's Wares (after Landsmeet)	Studded Leather Gloves	1
Bodahn's Wares (after Landsmeet)	Sureshot Bolt	20
Bodahn's Wares (after Landsmeet)	Tome of Physical Technique	1
Bodahn's Wares (after Landsmeet)	Trap Trigger	1
Sandal's Goods (after Landsmeet)	Arrow of Filth	20

Sandal's Goods (after Landsmeet)	Axe	1
Sandal's Goods (after Landsmeet)	Battleaxe	1
Sandal's Goods (after Landsmeet)	Chainmail Boots	1
Sandal's Goods (after Landsmeet)	Chainmail Gloves	1
Sandal's Goods (after Landsmeet)	Concentrator Agent	1
Sandal's Goods (after Landsmeet)	Corrupter Agent	1
Sandal's Goods (after Landsmeet)	Crossbow	1
Sandal's Goods (after Landsmeet)	Dagger	1
Sandal's Goods (after Landsmeet)	Distillation Agent	1
Sandal's Goods (after Landsmeet)	Double-Baked Mabari Crunch	10
Sandal's Goods (after Landsmeet)	Elf-Flight Arrow	40
Sandal's Goods (after Landsmeet)	Expert Lightning Rune	1
Sandal's Goods (after Landsmeet)	Expert Silverite Rune	1
Sandal's Goods (after Landsmeet)	Explosive Bolt	20
Sandal's Goods (after Landsmeet)	Fire Arrow	40
Sandal's Goods (after Landsmeet)	Fire Bolt	40
Sandal's Goods (after Landsmeet)	Flask	1
Sandal's Goods (after Landsmeet)	Greater Elixir of Grounding	3
Sandal's Goods (after Landsmeet)	Greater Health Poultice	10
Sandal's Goods (after Landsmeet)	Greater Ice Salve	3
Sandal's Goods (after Landsmeet)	Greater Injury Kit	10
Sandal's Goods (after Landsmeet)	Greater Lyrium Potion	10
Sandal's Goods (after Landsmeet)	Greater Nature Salve	3

Sandal's Goods (after Landsmeet)	Greater Spirit Balm	3
Sandal's Goods (after Landsmeet)	Greater Warmth Balm	3
Sandal's Goods (after Landsmeet)	Greatsword	1
Sandal's Goods (after Landsmeet)	Heavy Chainmail	1
Sandal's Goods (after Landsmeet)	Heavy Chainmail Gloves	1
Sandal's Goods (after Landsmeet)	Heavy Plate Armor	1
Sandal's Goods (after Landsmeet)	Heavy Plate Boots	1
Sandal's Goods (after Landsmeet)	Ice Arrow	40
Sandal's Goods (after Landsmeet)	Ice Bolt	40
Sandal's Goods (after Landsmeet)	Knockback Bolt	20
Sandal's Goods (after Landsmeet)	Lesser Spirit Balm	4
Sandal's Goods (after Landsmeet)	Longbow	1
Sandal's Goods (after Landsmeet)	Longsword	1
Sandal's Goods (after Landsmeet)	Mace	1
Sandal's Goods (after Landsmeet)	Magic Staff	1
Sandal's Goods (after Landsmeet)	Master Dweomer Rune	1
Sandal's Goods (after Landsmeet)	Maul	1
Sandal's Goods (after Landsmeet)	Metal Kite Shield	1
Sandal's Goods (after Landsmeet)	Novice Frost Rune	1
Sandal's Goods (after Landsmeet)	Potent Health Poultice	4
Sandal's Goods (after Landsmeet)	Potent Lyrium Potion	4
Sandal's Goods (after Landsmeet)	Scale Boots	1
Sandal's Goods (after Landsmeet)	Scale Gloves	1

Sandal's Goods (after Landsmeet)	Shortbow	1
Sandal's Goods (after Landsmeet)	Small Metal Round Shield	1
Sandal's Goods (after Landsmeet)	Soldier's Heavy Helm	1
Sandal's Goods (after Landsmeet)	Splintmail Boots	1
Sandal's Goods (after Landsmeet)	Splintmail Gloves	1
Sandal's Goods (after Landsmeet)	Studded Leather Helm	1
Sandal's Goods (after Landsmeet)	Sureshot Bolt	20
Sandal's Goods (after Landsmeet)	Trap Trigger	1
Sandal's Goods (after Landsmeet)	Warpaint of the Waking Sea	1
Random Encounter		
Dwarven Merchant	Apprentice's Amulet	1
Dwarven Merchant	Blue Satin Shoes	1
Dwarven Merchant	Ceremonial Armored Boots	1
Dwarven Merchant	Crossbow	1
Dwarven Merchant	Dagger	1
Dwarven Merchant	Diamond Maul	1
Dwarven Merchant	Dwarven Armor	1
Dwarven Merchant	Dwarven Armored Boots	1
Dwarven Merchant	Dwarven Armored Gloves	1
Dwarven Merchant	Dwarven Heavy Armor	1
Dwarven Merchant	Dwarven Helmet	1
Dwarven Merchant	Dwarven Longsword	1
Dwarven Merchant	Dwarven Mace	1
Dwarven Merchant	Dwarven Waraxe	1
Dwarven Merchant	Explosive Bolt	20
Dwarven Merchant	Fire Bolt	40
Dwarven Merchant	Freeze Trap Plans	1
Dwarven Merchant	Heavy Dwarven Helmet	1
Dwarven Merchant	Ice Bolt	40
Dwarven Merchant	Knockback Bolt	20
Dwarven Merchant	Metal Shard	5
Dwarven Merchant	Ornate Leather Belt	1
Dwarven Merchant	Painting of a Rebel Queen	1
Dwarven Merchant	Shock Trap Plans	1
Dwarven Merchant	Silver Sword of Mercy	1
Dwarven Merchant	Temperament	1
Dwarven Merchant	Tome of Skill and Sundry	1
Redcliffe		
Blacksmith	Axe	1
Blacksmith	Battleaxe	1
Blacksmith	Chainmail Boots	1
Blacksmith	Dwarven Armor	1
Blacksmith	Far Song	1
Blacksmith	Greatsword	1
Blacksmith	Helmet	1
Blacksmith	Large Caltrop Trap Plans	1
Blacksmith	Large Claw Trap Plans	1

Blacksmith	Longsword	1
Blacksmith	Maul	1
Blacksmith	Metal Kite Shield	1
Blacksmith	Metal Shard	5
Blacksmith	Scale Armor	1
Blacksmith	Scale Gloves	1
Blacksmith	Scale Gloves	1
Blacksmith	Small Metal Round Shield	1
Blacksmith	Splintmail Boots	1
Lloyd's Tavern	Ale	1
Lloyd's Tavern	Deep Mushroom	2
Lloyd's Tavern	Double-Baked Mabari Crunch Recipe	1
Lloyd's Tavern	Elfroot	6
Lloyd's Tavern	Flask	1
Lloyd's Tavern	Health Poultice	1
Lloyd's Tavern	Health Poultice Recipe	1
Lloyd's Tavern	Lesser Health Poultice	2
Lloyd's Tavern	Lesser Injury Kit	2
Lloyd's Tavern	Lesser Injury Kit Recipe	1
Lloyd's Tavern	Mabari Crunch	3
Lloyd's Tavern (second store)	Deep Mushroom	2
Lloyd's Tavern (second store)	Double-Baked Mabari Crunch Recipe	1
Lloyd's Tavern (second store)	Elfroot	4
Lloyd's Tavern (second store)	Flask	8
Lloyd's Tavern (second store)	Health Poultice	1
Lloyd's Tavern (second store)	Health Poultice Recipe	1
Lloyd's Tavern (second store)	Lesser Health Poultice	2
Lloyd's Tavern (second store)	Lesser Injury Kit	2
Lloyd's Tavern (second store)	Lesser Injury Kit Recipe	1
Lloyd's Tavern (second store)	Mabari Crunch	2
Lloyd's Tavern (second store)	Wine	1
Owen	Axe	1
Owen	Dagger	1
Owen	Greatsword	1
Owen	Heavy Chainmail Boots	1
Owen	Heavy Chainmail Gloves	1
Owen	Helmet	1
Owen	Large Caltrop Trap Plans	1
Owen	Large Shrapnel Trap Plans	1
Owen	Longsword	1
Owen	Mace	1
Owen	Metal Kite Shield	1
Owen	Metal Shard	4
Owen	Scale Armor	1
Owen	Scale Boots	1
Owen	Scale Gloves	1
Owen	Small Metal Round Shield	1
Owen	Soldier's Helm	1
Owen	Splintmail	1
Owen	Splintmail Boots	1
Owen	Splintmail Gloves	1
Owen (second store)	Axe	1
Owen (second store)	Battleaxe	1
Owen (second store)	Boots of Diligence	1
Owen (second store)	Chainmail	1
Owen (second store)	Chainmail Boots	1
Owen (second store)	Chainmail Gloves	1
Owen (second store)	Dagger	1

Owen (second store)	Expert Flame Rune	1
Owen (second store)	Expert Frost Rune	1
Owen (second store)	Expert Silverite Rune	1
Owen (second store)	Grandmaster Hale Rune	1
Owen (second store)	Greatsword	1
Owen (second store)	Heavy Chainmail	1
Owen (second store)	Heavy Chainmail Boots	1
Owen (second store)	Heavy Chainmail Gloves	1
Owen (second store)	Heavy Metal Shield	1
Owen (second store)	Heavy Plate Armor	1
Owen (second store)	Helmet	1
Owen (second store)	Large Caltrop Trap Plans	1
Owen (second store)	Large Shrapnel Trap Plans	1
Owen (second store)	Longsword	1
Owen (second store)	Mace	1
Owen (second store)	Maul	1
Owen (second store)	Metal Kite Shield	1
Owen (second store)	Metal Shard	10
Owen (second store)	Poisoned Caltrop Trap Plans	1
Owen (second store)	Pyromancer's Brand	1
Owen (second store)	Soldier's Heavy Helm	1
Owen (second store)	Soldier's Helm	1
Owen (second store)	Warpaint of the West Hills	1

Weapons

If your character loves to hack-and-slash, you'll be happy to scrutinize every weapon. Even if you don't jump into the thick of things often, a weapon can still provide valuable bonuses to attributes and special abilities.

What weapon is the right fit for you? First, identify what sort of weapon you want to carry around: a one-handed melee weapon, a two-hander, or a ranged bow or crossbow for distance damage. Next, check out the weapon's tier level; tiers range from tier 1 to tier 7, and generally the higher tier equals more damage and will prove more useful. Compare the weapon's damage score to other weapons you have in your inventory (or on local vendors) and choose the highest damage score if other bonuses don't matter. See the following tables for more details on the different quality levels.

Weapon Tiers

Axes						
Tier	Material	Damage	Armor Penetration	Critical Chance	Strength Required	N/A
1	Iron	6	2	1	11	—
2	Grey Iron	6.6	2.3	1.1	13	—
3	Steel	7.2	2.6	1.2	15	—
4	Veridium	7.8	2.9	1.3	19	—
5	Red Steel	8.4	3.2	1.4	25	—
6	Silverite	9	3.5	1.5	27	—
7	Dragonbone	9.6	4.2	1.6	31	—
Battleaxes						
Tier	Material	Damage	Armor Penetration	Critical Chance	Strength Required	N/A
1	Iron	10	3	3	18	—
2	Grey Iron	11	3.45	3.3	20	—
3	Steel	12	3.9	3.6	22	—
4	Veridium	13	4.35	3.9	26	—
5	Red Steel	14	4.8	4.2	32	—

6	Silverite	15	5.25	4.5	34	—
7	Dragonbone	16	6.3	4.8	38	—
Crossbows						
Tier	Material	Damage	Armor Penetration	Range	Critical Chance	Strength Required
1	Horn	8	5	40	2	10
2	Ash	8.8	6	42	2.2	12
3	Yew	9.6	7	44	2.4	14
4	Whitewood	10.4	8	46	2.6	18
5	Ironbark	11.2	9	48	2.8	24
6	Sylvanwood	12	10	50	3	26
7	Dragonthorn	12.8	11	52	3.2	30
Daggers						
Tier	Material	Damage	Armor Penetration	Critical Chance	Dexterity Required	N/A
1	Iron	4	4	3	10	—
2	Grey Iron	4.4	4.6	3.3	12	—
3	Steel	4.8	5.2	3.6	14	—
4	Veridium	5.2	5.8	3.9	18	—
5	Red Steel	5.6	6.4	4.2	24	—
6	Silverite	6	7	4.5	26	—
7	Dragonbone	6.4	8.4	4.8	30	—
Greatswords						
Tier	Material	Damage	Armor Penetration	Critical Chance	Strength Required	N/A
1	Iron	11	3	1.5	18	—
2	Grey Iron	12.1	3.45	1.65	20	—
3	Steel	13.2	3.9	1.8	22	—
4	Veridium	14.3	4.35	1.95	26	—
5	Red Steel	15.4	4.8	2.1	32	—
Tier	Material	Damage	Armor Penetration	Critical Chance	Strength Required	N/A
6	Silverite	16.5	5.25	2.25	34	—
7	Dragonbone	17.6	6.3	2.4	38	—
Longbows						
Tier	Material	Damage	Armor Penetration	Range	Critical Chance	Dexterity Required
1	Horn	6	4	35	1	14
2	Ash	6.6	4.8	36.75	1.1	16
3	Yew	7.2	5.6	38.5	1.2	18
4	Whitewood	7.8	6.4	40.25	1.3	22
5	Ironbark	8.4	7.2	42	1.4	28
6	Sylvanwood	9	8	43.75	1.5	30
7	Dragonthorn	9.6	8.8	45.5	1.6	34
Longswords						
Tier	Material	Damage	Armor Penetration	Critical Chance	Strength Required	N/A
1	Iron	7	2	2	11	—
2	Grey Iron	7.7	2.3	2.2	13	—
3	Steel	8.4	2.6	2.4	15	—
4	Veridium	9.1	2.9	2.6	19	—
5	Red Steel	9.8	3.2	2.8	25	—
6	Silverite	10.5	3.5	3	27	—
7	Dragonbone	11.2	4.2	3.2	31	—
Maces						
Tier	Material	Damage	Armor Penetration	Critical Chance	Strength Required	N/A
1	Iron	5	4	0.5	12	—
2	Grey Iron	5.5	4.6	0.55	14	—
3	Steel	6	5.2	0.6	16	—
4	Veridium	6.5	5.8	0.65	20	—
5	Red Steel	7	6.4	0.7	26	—
6	Silverite	7.5	7	0.75	28	—
7	Dragonbone	8	8.4	0.8	32	—
Mauls						
Tier	Material	Damage	Armor Penetration	Critical Chance	Strength Required	N/A
1	Iron	9	7	0.5	18	—
2	Grey Iron	9.9	8.05	0.55	20	—
3	Steel	10.8	9.1	0.6	22	—

4	Veridium	11.7	10.15	0.65	26	—
5	Red Steel	12.6	11.2	0.7	32	—
6	Silverite	13.5	12.25	0.75	34	—
7	Dragonbone	14.4	14.7	0.8	38	—
Shortbows						
Tier	Material	Damage	Armor Penetration	Range	Critical Chance	Dexterity Required
1	Horn	5	3	20	1	10
2	Ash	5.5	3.6	21	1.1	12
3	Yew	6	4.2	22	1.2	14
4	Whitewood	6.5	4.8	23	1.3	18
5	Ironbark	7	5.4	24	1.4	24
6	Sylvanwood	7.5	6	25	1.5	26
7	Dragonthorn	8	6.6	26	1.6	30
Staves						
Tier	Material	Damage	Armor Penetration	Range	Spellpower	Magic Required
1	Iron	4	20	50	1	16
2	Grey Iron	4.4	23	51.25	2	18
3	Steel	4.8	26	52.5	3	20
4	Veridium	5.2	29	53.75	4	24
5	Red Steel	5.6	32	55	5	30
6	Silverite	6	35	56.25	6	32
7	Dragonbone	6.4	40	57.5	7	36

Unique Weapons

Tip: Higher-tier weapons may come with one to three rune slots, which you can use to customize your weapon with powers that you choose (damage bonuses, paralysis, spell resistance, etc.). Don't underestimate weapons with rune slots! It may be better to hold a rune-slot weapon with fewer natural bonuses because as you add more powerful runes, the weapon gets more and more powerful.

Certain weapons have restrictions, such as Spellweaver, a unique sword crafted for a mage who specializes as an arcane warrior. Sell those if you receive one that nobody in your party can use. Below your damage score, critical chance shows you the likelihood of dealing critical strikes, and armor penetration calculates how much more damage you can punch through armor. Higher values in critical chance and armor penetration can lean you toward one weapon over another that may have a similar damage score.

As you level up, more and more weapons (as well as armor and accessories) will come with attribute bonuses and special abilities. Now you must decide: Do you take the weapon with the greater damage score, or do you choose the weapon with the better bonuses? If you're playing pure DPS, damage may be the most important factor; if your play style is more versatile, bonuses tend to be the way to go. Ideally, you will find a weapon that has the maximum damage score for your level range and great bonuses to power your character up.

Axes							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Aodh	Silverite	+3% Melee Critical Chance	+20 Fire Resistance	-5 Cold Resistance	+1 Fire Damage	—	—
Ash Warrior Axe	All Metals	+2 Attack	—	—	—	—	—
Axameter	Silverite	+2 Damage	Lucky	+10% Critical Damage	+2 Damage vs. Dragons		
Axe of the Grey	Silverite	+3% Melee Critical Chance	+4 Armor Penetration	+3 Damage vs. Darkspawn	—	—	—
Biteback Axe	Silverite	+3 Armor Penetration	+15% Critical Damage	Required: Rogue	No Attribute Requirements	—	—
Bloodline	Red Steel	+3 Dexterity	+10 Spirit Resistance	+2 Armor Penetration	+2 Damage vs. Darkspawn	—	—
Dal'Thanu	All Metals	—	—	—	—	—	—
Darkspawn Waraxe	Iron/Grey Iron/ Steel	+1 Armor Penetration	-1 Dexterity	—	—	—	—
Deygan's Dal'Thanu	Veridium	+10 Nature Resistance	+4 Attack	—	—	—	—
Everd's Axe	Veridium	—	—	—	—	—	—
The Veshialle	Dragonbone	+2 Strength	+5% Melee Critical Chance	+1.0 Combat Stamina Regeneration	+10% Critical Damage	+2 Nature Damage	—
Battleaxes							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Axe of the Vashoth	Red Steel	+1 Strength	+2 Willpower	+1 Damage	—	—	—
Barbarian Axe	All Metals	—	—	—	—	—	—
Dal'Thanaan	All Metals	—	—	—	—	—	—
Darkspawn Battleaxe	Iron/Grey Iron/ Steel	+1 Armor Penetration	-1 Dexterity	—	—	—	—
Faith's Edge	Silverite	+2 Willpower	+5% Critical Damage	—	—	—	—
Griffon's Beak	Silverite	Required: Grey Warden	Item Set 1	—	—	—	—
Maetashear War Axe	Silverite	+1 Damage	+5% Melee Critical Chance	-1 Dexterity	—	—	—
Crossbows							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Antivan Crossbow	All Woods	—	—	—	—	—	—
Darkspawn Crossbow	Ash	+1 Armor Penetration	-1 Dexterity	—	—	—	—

Dwarven Defender	Sylvanwood	+3 Dexterity	+3 Damage vs. Darkspawn	—	—	—	—
Imperium Crossbow	Dragonthorn	—	—	—	—	—	—
Nugbane	Whitewood	+3 Damage					
Precision-Geared Recurve	Sylvanwood	+3 Armor Penetration	+4 Attack	—	—	—	—
Sailor's Crossbow	Sylvanwood	0.2s Faster Aim	—	—	—	—	—
Daggers							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Beastman's Dagger	Red Steel	+10% Critical Damage	—	—	—	—	—
Crow Dagger	Iron/Grey Iron/ Steel/ Silverite/ Dragonbone	+15% Critical Damage	—	—	—	—	—
Dar'Misu	All Metals	—	—	—	—	—	—
Darkspawn Dagger	Iron/Grey Iron/ Steel	+1 Armor Penetration	-1 Dexterity	—	—	—	—
Enchanted Dagger	Grey Iron	+4 Attack	—	—	—	—	—
Fang	Veridium	+6 Attack	—	—	—	—	—
Gift of the Grey	Silverite	+5% Melee Critical Chance	—	—	—	—	—
Noble's Dagger	Grey Iron	+1 Electricity Damage	—	—	—	—	—
The Rose's Thorn	Dragonbone	+2 Dexterity	+1.0 Combat Health Regeneration	+3 Damage	+5% Melee Critical Chance	+30% Critical Damage	—
Thorn of the Dead Gods	Silverite	+3 Damage	+6 Armor Penetration	—	—	—	—
Thorn of the Dead Gods	Grey Iron	+2 Damage	+4 Armor Penetration	—	—	—	—
Thorn of the Dead Gods	Steel	+1 Damage	+2 Armor Penetration	—	—	—	—
Varathorn's Dar'Misu	Veridium	+4 Armor Penetration	+6 Attack	—	—	—	—
Greatswords							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Ageless	Silverite	Weakens Nearby Darkspawn	Messy Kills	+2 Damage vs. Darkspawn	Increases Hostility and Intimidation	+0.25 Combat Stamina Regeneration	—
Asala	Steel	+1 Willpower	+3 Armor Penetration	+12 Attack	Required: Sten	—	—

Balanced Greatsword	Iron		—	—	—	—	—
Chasind Flatblade	Grey Iron	+1% Melee Critical Chance	+2 Armor Penetration	—	—	—	—
Darkspawn Greatsword	Iron/Grey Iron/ Steel	+1 Armor Penetration	-1 Dexterity	—	—	—	—
Everd's Greatsword	Steel	—	—	—	—	—	—
Magic Greatsword	Veridium	+1 Damage	+4% Chance to Ignore Hostile Magic	—	—	—	—
Meteor Sword	Silverite	+2 Strength	+3 Damage	-25 Spirit Resistance	—	—	—
Ornamental Sword	Iron	Lucky	-5 Attack	-1 Damage	—	—	—
Qunari Sword	Red Steel	—	—	—	—	—	—
Shaperate's Blessing	Silverite	+5 Armor Penetration	+6 Attack	—	—	—	—
The Summer Sword	Silverite	+20 Physical Resistance	Chance to Knock Target Back	—	—	—	—
Yusaris	Silverite	+20 Fire Resistance	+5 Damage vs. Dragons	—	—	—	—
Longbows							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Antivan Longbow	All Woods	+1% Ranged Critical Chance	—	—	—	—	—
Bow of the Golden Sun	Sylvanwood	+4 Attack	—	—	—	—	—
Dalish Longbow	All Woods	0.1s Faster Aim	—	—	—	—	—
Darkspawn Longbow	Ash	+1 Damage	+1 Dexterity	—	—	—	—
Falon'Din's Reach	Dragonthorn	+2 Damage	0.3s Faster Aim	—	—	—	—
Far Song	Dragonthorn	+2 Damage	0.3s Faster Aim	+3% Ranged Critical Chance	+10 Attack	+10% Critical Damage	—
Longbow	All Woods	—	—	—	—	—	—
Mage's Eye	Dragonthorn	+3% Ranged Critical Chance	+4 Attack	—	—	—	—
Marjolaine's Recurve	Dragonthorn	+3 Cunning	+3 Damage	0.3s Faster Aim	Required: Leliana	—	—
Spear-Thrower	Sylvanwood	0.3s Faster Aim	+5 Armor Penetration	—	—	—	—
Wolf-Killer	Ironbark	—	—	—	—	—	—
Longswords							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6

Dar'Misaan	All Metals						
Darkspawn Longsword	Iron/Grey Iron/ Steel	+1 Armor Penetration	-1 Dexterity	—	—	—	—
Dwarven Longsword	Steel/Silverite	—	—	—	—	—	—
Dwyn's Sword	Steel	Messy Kills	+2% Chance to Ignore Hostile Magic	—	—	—	—
Family Sword	Grey Iron	+1 Damage	+4 Attack	Required: Warrior or Rogue	No Attribute Requirements	—	—
Fine Dwarven Blade	Grey Iron	+2 Attack	—	—	—	—	—
Gorim's Sword	Red Steel	—	—	—	—	—	—
Imperial Edge	Silverite	+2 Damage	+3% Melee Critical Chance	+6 Attack	—	—	—
Keening Blade	Dragonbone	+4 Armor Penetration	+6 Attack	Required: Warrior	+3 Cold Damage	—	—
King Maric's Blade	Dragonbone	+10 Cold Resistance	+10% to Healing Spells	Required: Warrior	—	—	—
Oathkeeper	Steel	+3 Armor Penetration	+10% to Healing Spells	—	—	—	—
Saw Sword	All Metals	+1 Damage	+1% Melee Critical Chance	—	—	—	—
Ser Garlen's Sword	Grey Iron	+2 Attack	+10 Physical Resistance	—	—	—	—
Spellweaver	Silverite	+5 Magic	+1.0 Combat Mana Regeneration	+10% Chance to Ignore Hostile Magic	Required: Arcane Warrior	No Attribute Requirements	—
The Green Blade	Veridium	+10 Nature Resistance	+3 Damage vs. Beasts	—	—	—	—
Topsider's Honor	Dragonbone	+20 Spirit Resistance	+3 Damage vs. Spirits	—	—	—	—
Warden's Longwsword	All Metals	—	—	—	—	—	—
Maces							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Aeducan Mace	Grey Iron	Messy Kills	—	—	—	—	—
Barbarian Mace	Iron/Grey Iron/ Steel	+1 Strength	—	—	—	—	—
Chevalier's Mace	Steel	+5 Cold Resistance	+5 Spirit Resistance	+2 Cold Damage	—	—	—

Darkspawn Mace	Iron/Grey Iron/ Steel	+1 Armor Penetration	-1 Dexterity	—	—	—	—
Dwarven Mace	All Metals	—	—	—	—	—	—
Endrin's Mace	Silverite	+15 Cold Resistance	+10 Mental Resistance	—	—	—	—
Engraved Mace	Veridium	+1 Dexterity	+1 Damage	+5 Mental Resistance	—	—	—
Everd's Mace	Silverite	—	—	—	—	—	—
High Constable's Mace	Silverite	+1.0 Combat Stamina Regeneration	+3 Damage vs. Darkspawn	—	—	—	—
Liberator's Mace	Red Steel	+1 Dexterity	+3% Melee Critical Chance	—	—	—	—
Shaperate's Blessing	Silverite	+4 Attack	—	—	—	—	—
Vanguard	Silverite	+3 Strength	+3 Constitution	+1.0 Combat Stamina Regeneration	—	—	—

Mauls

Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Chasind Crusher	Iron/Grey Iron/ Dragonbone	+3% Melee Critical Chance	-5 Attack	—	—	—	—
Chasind Great Maul	Dragonbone	+5 Damage	+5 Armor Penetration	+0.5 Combat Stamina Regeneration	+75 Stamina	—	—
Darkspawn Maul	Iron/Grey Iron/ Steel	+1 Armor Penetration	-1 Dexterity	—	—	—	—

Mauls (continued)

Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Diamond Maul	All Metals	—	—	—	—	—	—
Exalted Maul	Silverite	+2 Willpower	+10 Mental Resistance	+2 Damage vs. Spirits	—	—	—
Forge Master's Hammer	Red Steel	+25 Fire Resistance	+6 Attack	—	—	—	—
Heavy Maul	Steel	+2 Damage		—	—	—	—
Spiked Maul	Red Steel	+3 Damage	+2% Melee Critical Chance	-1 Dexterity	—	—	—
Thorval's Luck	Silverite	+10% to Healing Spells	+4 Attack	+10 Physical Resistance	—	—	—
Trian's Maul	Silverite	—	—	—	—	—	—

Shortbows

Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6

Darkspawn Shortbow	Ash	+1 Armor Penetration	-1 Dexterity	—	—	—	—
Orlesian Bow	All Woods	—	—	—	—	—	—
Scout's Bow	All Woods	0.1s Faster Aim	—	—	—	—	—
The Dark Moon	Dragonthorn	+2 Willpower	+10 Nature Resistance	+3 Armor Penetration	—	—	—
The Fox's Bow	Sylvanwood	+5 Defense against Missiles	—	—	—	—	—
Whitewood Bow	Whitewood	+3 Damage	+5% Ranged Critical Chance	—	—	—	—
Wilds Bow	Yew	+10 Nature Resistance	—	—	—	—	—
Staves							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Acolyte's Staff	Iron	+2 Spellpower	—	—	—	—	Required: Mage
Blackened Heartwood Staff	Iron	+2 Damage	+2 Spellpower	—	—	—	Required: Mage
Darkspawn Staff	Iron	+1 Spellpower	+5% to Spirit Damage	—	—	—	Required: Mage
Enchanter's Staff	All Metals	+1 Magic	+10 Spirit Resistance	+5% to Fire Damage	+5% to Cold Damage	+5% to Electricity Damage	Required: Mage
Harrowmont's Staff	Steel	+1 Magic	+2 Constitution	—	—	—	Required: Mage
Heaven's Wrath	Silverite	+1.0 Combat Mana Regeneration	+5 Spellpower	+10% to Electricity Damage	—	—	Required: Mage
Lightning Rod	Grey Iron	+10 Electricity Resistance	+10% to Electricity Damage	—	—	—	Required: Mage
Magic Staff	Iron/Grey Iron/ Steel	+1 Magic	—	—	—	—	Required: Mage
Magister's Staff	Silverite	+1.0 to Combat Mana Regeneration	+5 Spellpower	+10% to Spirit Damage	—	—	Required: Mage
Malign Staff	Veridium	+1.0 to Combat Mana Regeneration	+5 Spellpower	+10% to Spirit Dmaage	+10% to Electricity Damage	-1 Willpower	Required: Mage
Oak Branch	Veridium	+1 Magic	+2 Constitution	+10% to Nature Damage	—	—	Required: Mage

Piece of Wood	Veridium	+1 Constitution	+10 Nature Resistance	—	—	—	Required: Mage
Pyromancer's Brand	Grey Iron	+1 Spellpower	+10% to Fire Damage	—	—	—	Required: Mage
Shaperate's Blessing	Silverite	+2 Willpower	+0.5 Combat Mana Regeneration	+10% to Cold Damage	—	—	Required: Mage
Staff of the Ephemeral Order	Silverite	+3 Willpower	+5% to Spirit Damage	—	—	—	Required: Mage
Staff of the Magister Lord	Dragonbone	+6 Willpower	+2.0 Combat Mana Regeneration	+6 Spellpower	+10% to Fire Damage	+10% to Spirit Damage	Required: Mage
Sylvan's Mercy	Veridium	+5 Nature Resistance	+1 Spellpower	+10% to Nature Damage	—	—	Required: Mage
Torch of Embers	Steel	+10 Fire Resistance	+3 Spellpower	+10% to Fire Damage	—	—	Required: Mage
Valor's Staff	Iron	—	—	—	—	—	Required: Mage
Wintersbreath	Dragonbone	+25 Cold Resistance	+3 Spellpower	+10% to Cold Damage	—	—	Required: Mage

Armor

There are four armor slots on a character's equipment panel: helmet, gloves, chest, and boots. Warriors can also take advantage of a fifth slot for a shield, especially if they train in the Sword and Shield school. Combined, the armor slots add up to your total armor rating, which protects you from all forms of physical damage.

What armor fits you best? First, consider any restrictions your class may have. A mage, for example, cannot wear the more durable armors (with the exception of the arcane warrior mage). Armor may also have a strength or dexterity requirement. Next, check out the armor's tier level; tiers range from tier 1 to tier 7, and generally the higher tiers equal more protection. Compare the armor's damage score to other armor you have in your inventory (or on local vendors) and choose the highest armor score if other bonuses don't matter. See the following tables for more details on the different quality levels.

Armor Tiers

Boots				
Tier	Type	Armor	Fatigue	Strength Required
Light Leather				
1	Rough Hide	0.75	0.5	10
2	Cured Hide	1	0.513	11
3	Leather	1.25	0.525	12
4	Hardened Leather	1.5	0.538	14
5	Reinforced Leather	1.75	0.55	17
6	Inscribed Leather	2	0.563	18

7	Drakescale Leather	2.25	0.575	20
Medium Metal				
1	Iron	1	1.5	14
2	Grey Iron	1.2	1.575	16
3	Steel	1.4	1.65	18
4	Veridium	1.6	1.725	22
5	Red Steel	1.8	1.8	28
6	Silverite	2.1	1.875	30
7	Dragonbone	2.6	1.95	34
Heavy Metal				
1	Iron	1.25	2.25	18
2	Grey Iron	1.5	2.363	20
3	Steel	1.75	2.475	22
4	Veridium	2	2.588	26
5	Red Steel	2.25	2.7	32
6	Silverite	2.625	2.813	34
7	Dragonbone	3.25	2.925	38
Massive Metal				
1	Iron	1.5	3	22
2	Grey Iron	1.8	3.15	24
3	Steel	2.1	3.3	26
4	Veridium	2.4	3.45	30
5	Red Steel	2.7	3.6	36
6	Silverite	3.15	3.75	38
7	Dragonbone	3.9	3.9	42
Chest				
1	Rough Hide	3	2	10
2	Cured Hide	4	2.05	11
3	Leather	5	2.1	12
4	Hardened Leather	6	2.15	14
5	Reinforced Leather	7	2.2	17
6	Inscribed Leather	8	2.25	18
7	Drakescale Leather	9	2.3	20
Medium Metal				
1	Iron	4.25	7	14
2	Grey Iron	5.1	7.35	16
3	Steel	5.95	7.7	18
4	Veridium	6.8	8.05	22
5	Red Steel	7.65	8.4	28
6	Silverite	8.925	8.75	30
7	Dragonbone	11.05	9.1	34
Heavy Metal				
1	Iron	6.25	14	18
2	Grey Iron	7.5	14.7	20
3	Steel	8.75	15.4	22
4	Veridium	10	16.1	26
5	Red Steel	11.25	16.8	32
6	Silverite	13.125	17.5	34
7	Dragonbone	16.25	18.2	38
Massive Metal				
1	Iron	8.75	21	22
2	Grey Iron	10.5	22.05	24
3	Steel	12.25	23.1	26
4	Veridium	14	24.15	30
5	Red Steel	15.75	25.2	36
6	Silverite	18.375	26.25	38
7	Dragonbone	22.75	27.3	42
Gloves				
Tier	Type	Armor	Fatigue	Strength Required
Light Leather				
1	Rough Hide	0.5	1	10
2	Cured Hide	0.66	1.025	11

3	Leather	0.83	1.05	12
4	Hardened Leather	1	1.075	14
5	Reinforced Leather	1.16	1.1	17
6	Inscribed Leather	1.33	1.125	18
7	Drakescale Leather	1.5	1.15	20
Medium Metal				
1	Iron	0.75	1.25	14
2	Grey Iron	0.9	1.313	16
3	Steel	1.05	1.375	18
4	Veridium	1.2	1.438	22
5	Red Steel	1.35	1.5	28
6	Silverite	1.575	1.563	30
7	Dragonbone	1.95	1.625	34
Heavy Metal				
1	Iron	1	1.75	18
2	Grey Iron	1.2	1.838	20
3	Steel	1.4	1.925	22
4	Veridium	1.6	2.013	26
5	Red Steel	1.8	2.1	32
6	Silverite	2.1	2.188	34
7	Dragonbone	2.6	2.275	38
Massive Metal				
1	Iron	1.25	3	20
2	Grey Iron	1.5	3.15	24
3	Steel	1.75	3.3	26
4	Veridium	2	3.45	30
5	Red Steel	2.25	3.6	36
6	Silverite	2.625	3.75	38
7	Dragonbone	3.25	3.9	42
Helmet				
Tier	Type	Armor	Fatigue	Strength Required
Light Leather				
1	Rough Hide	0.75	0	10
2	Cured Hide	1	0	11
3	Leather	1.25	0	12
4	Hardened Leather	1.5	0	14
5	Reinforced Leather	1.75	0	17
6	Inscribed Leather	2	0	18
7	Drakescale Leather	2.25	0	20
Medium Metal				
1	Iron	1	1.5	14
2	Grey Iron	1.2	1.575	16
3	Steel	1.4	1.65	18
4	Veridium	1.6	1.725	22
5	Red Steel	1.8	1.8	28
6	Silverite	2.1	1.875	30
7	Dragonbone	2.6	1.95	34
Heavy Metal				
1	Iron	1.25	2.25	18
2	Grey Iron	1.5	2.363	20
3	Steel	1.75	2.475	22
4	Veridium	2	2.588	26
5	Red Steel	2.25	2.7	32
6	Silverite	2.625	2.813	34
7	Dragonbone	3.25	2.925	38
Massive Metal				
1	Iron	1.5	3	22
2	Grey Iron	1.8	3.15	24
3	Steel	2.1	3.3	26
4	Veridium	2.4	3.45	30
5	Red Steel	2.7	3.6	36
6	Silverite	3.15	3.75	38

7	Dragonbone	3.75	3.9	42
Shield				
Tier	Type	Missile Defense	Fatigue	Strength Required
Small Round Metal (1.5 Defense)				
1	Iron	1.5	0	10
2	Grey Iron	1.875	0	12
3	Steel	2.25	0	14
4	Veridium	2.625	0	18
5	Red Steel	3	0	24
6	Silverite	3.375	0	26
7	Dragonbone	4.125	0	30
Small Round Wooden (1.5 Defense)				
1	Horn	1.5	0	10
2	Ash	1.875	0	12
3	Yew	2.25	0	14
4	Whitewood	2.625	0	18
5	Ironbark	3	0	24
6	Sylvanwood	3.375	0	26
7	Dragonthorn	3.75	0	30
Large Round Metal (3 Defense)				
1	Iron	2.25	2.5	14
2	Grey Iron	2.813	2.625	16
3	Steel	3.375	2.75	18
4	Veridium	3.938	2.875	22
5	Red Steel	4.5	3	28
6	Silverite	5.063	3.125	30
7	Dragonbone	6.1875	3.25	34
Large Round Wooden (3 Defense)				
1	Horn	2.25	2.5	14
2	Ash	2.813	2.563	16
3	Yew	3.375	2.625	18
4	Whitewood	3.938	2.688	22
5	Ironbark	4.5	2.75	28
6	Sylvanwood	5.063	2.813	30
7	Dragonthorn	5.625	2.875	34
Metal Kite (4 Defense)				
1	Iron	3	3.2	18
2	Grey Iron	3.75	3.36	20
3	Steel	4.5	3.52	22
4	Veridium	5.25	3.68	26
5	Red Steel	6	3.84	32
6	Silverite	6.75	4	34
7	Dragonbone	8.25	4.16	38
Wooden Kite (4 Defense)				
1	Horn	3	3.2	18
2	Ash	3.75	3.28	20
3	Yew	4.5	3.36	22
4	Whitewood	5.25	3.44	26
5	Ironbark	6	3.52	32
6	Sylvanwood	6.75	3.6	34
7	Dragonthorn	7.5	3.68	38
Heavy Metal (6 Defense)				
1	Iron	4	4.8	22
2	Grey Iron	5	5.04	24
3	Steel	6	5.28	26
4	Veridium	7	5.52	30
5	Red Steel	8	5.76	36
6	Silverite	9	6	38
7	Dragonbone	11	6.24	42
Heavy Wooden (6 Defense)				
1	Horn	4	4.8	22
2	Ash	5	4.92	24

3	Yew	6	5.04	26
4	Whitewood	7	5.16	30
5	Ironbark	8	5.28	36
6	Sylvanwood	9	5.4	38
7	Dragonthorn	10	5.52	42

Unique Armor

As you level up, most armor will come with attribute bonuses and special abilities. Now you have decisions to make: Do you take the armor with the greater defensive value, or do you choose the armor with the better bonuses? If you're playing the tank role, defense may be the most important factor; if your play style is more versatile, bonuses tend to be the way to go. Ideally, you will find four pieces of armor that have great defense scores for your level range and excellent bonuses.

Caution: You can't just look at the highest armor score for your equipment. Armor also comes with a fatigue score; the fatigue percentage equals how much extra a talent will cost in stamina or a spell will cost in mana. A character with a 50 percent fatigue rating from armor will have all of his abilities cost 50 percent more. Balance your need for physical defense with the impact fatigue has on your stamina or mana.

Item Sets

Name	Set Bonus #1	Set Bonus #2
Item Set 1: Griffon	Immunity to Flanking	—
Item Set 2: Effort	-10% Fatigue	—
Item Set 3: Juggernaut Plate	+3 Strength	+3 Constitution
Item Set 4: Imperium Rings	+2 Armor	—
Item Set 5: Legion of the Dead	+3 Damage	+3 Constitution
Item Set 6: Dalish Leather	+5 Defense	—
Item Set 7: Duster Leather	+2 Armor	—
Item Set 8: Wade's Drakeskin	-10% Fatigue	—
Item Set 9: Wade's Dragonskin	-25% Fatigue	—
Item Set 10: Wade's Dragonscale	-20% Fatigue	—
Item Set 11: Wade's Dragonbone Plate	-10% Fatigue	—
Item Set 12: Leather Armor	-5% Fatigue	—
Item Set 13: Studded Leather Armor	+1 Defense	—
Item Set 14: Chainmail	-2.5% Fatigue	—
Item Set 15: Scale Armor	+4.5 Defense vs Missiles	—
Item Set 16: Splint Mail	+1 Armor	—
Item Set 17: Dwarven Medium Armor	+1 Armor	—
Item Set 18: Ancient Elven Armor	+5 Defense	—
Item Set 19: Ceremonial Armor	+6 Defense vs. Missiles	—
Item Set 20: Diligence	+5 Willpower	—
Item Set 21: Dwarven Heavy Armor	+1 Armor	—
Item Set 22: Heavy Chainmail	-3% Fatigue	—
Item Set 23: Chevalier Armor	+3 Willpower	+3 Constitution
Item Set 24: Commander's Plate	+5 Willpower	—
Item Set 25: Dwarven Massive Armor	+2 Armor	—

Item Set 26: Heavy Plate	+7.5 Defense vs Missiles	—
Item Set 27: Wade's Superior Drakeskin	-10% Fatigue	+5 Defense
Item Set 28: Wade's Superior Dragonskin	-25% Fatigue	+5 Defense
Item Set 29: Wade's Superior Dragonscale	-20% Fatigue	+5 Defense
Item Set 30: Wade's Superior Dragonbone Plate	-10% Fatigue	+5 Defense

Something else to keep in mind: if you collect pieces of armor from the same set, you gain item set bonuses. These can range from an immunity to flanking with the Griffon armor items to less fatigue with the regular chainmail set. In general, it's worth collecting an armor set that's in your level range if you can find all the pieces. Some sets, such as the dragon/drake scale armor sets Master Wade crafts you in Denerim's "Drake Scale Armor" side quest, are difficult to obtain but worth the time investment. See the Side Quests chapter for special armor sets that can either be made for you, found on dungeon excursions, or presented as rewards.

Boots							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Light							
Adaia's Boots	Cured Hide	Reduces Hostility	—	—	—	—	—
Antivan Leather Boots	Inscribed Leather	+4% Chance to Ignore Hostile Magic	—	—	—	—	—
Bard's Dancing Shoes	Drakescale	+6 Defense	Reduces Hostility	—	—	—	—
Dalish Boots	All Leathers	+3 Defense	Item Set 6	—	—	—	—
Deygan's Boots	Reinforced Leather	+2 Constitution	—	—	—	—	—
Duster Leather Boots	All Leathers	Item Set 7	—	—	—	—	—
Enchanter's Footing	All Leathers	+3 Defense	Required: Mage	—	—	—	—
Fade Striders	All Leathers	+1 Magic	Required: Mage	—	—	—	—
Imperial Weavers	All Leathers	+10% Chance to Dodge Attacks	Required: Mage	—	—	—	—
Leather Boots	All Leathers	Item Set 12	—	—	—	—	—
Magus War Boots	Drakescale Leather	+12 Defense	Required: Mage	—	—	—	—
Silverhammer's Evaders	All Leathers	+10 Defense against Missile Attacks	Required: Mage	—	—	—	—
Silverhammer's Tackmasters	All Leathers	+2 Dexterity	—	—	—	—	—
Studded Leather Boots	All Leathers	Item Set 13	—	—	—	—	—
Wade's Drakeskin Boots	Drakescale	+5 Fire Resistance	Item Set 8	—	—	—	—
Wade's Superior Drakeskin Boots	Drakescale	+1 Dexterity	+10 Fire Resistance	Item Set 27	—	—	—
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Medium							
Ancient Elven Boots	Veridium	+1 Constitution	Item Set 18	—	—	—	—
Chainmail Boots	All Metals	Item Set 14	—	—	—	—	—
Dwarven Armored Boots	All Metals	Item Set 17	—	—	—	—	—

Dwarven Noble Armored Boots	All Metals	—	—	—	—	—	—
Everd's Boots	Grey Iron	—	—	—	—	—	—
Scale Boots	All Metals	Item Set 15	—	—	—	—	—
Splintmail Boots	All Metals	Item Set 16	—	—	—	—	—
Wade's Dragonskin Boots	Dragonbone	+5 Fire Resistance	Item Set 9	—	—	—	—
Wade's Superior Dragonskin Boots	Dragonbone	+10 Fire Resistance	+0.5 Combat Stamina Regeneration	Item Set 28	—	—	—
Heavy							
Boots of Diligence	Silverite	+6 Defense	+2 Armor	Item Set 20	—	—	—
Ceremonial Armored Boots	Red Steel	Item Set 19	—	—	—	—	—
Dwarven Heavy Boots	All Metals	Item Set 21	—	—	—	—	—
Heavy Chainmail Boots	All Metals	Item Set 22	—	—	—	—	—
Wade's Heavy Dragonscale Boots	Dragonbone	+5 Fire Resistance	Item Set 10	—	—	—	—
Wade's Superior Heavy Dragonscale Boots	Dragonbone	+10 Fire Resistance	+0.5 Combat Stamina Regeneration	Item Set 29	—	—	—
Massive							
Armor of the River Dane Boots	Silverite	+1 Strength	+1 Willpower	Required: Champion	Required: Loghain	Item Set 24	—
Boots of the Legion	Dragonbone	Item Set 5	—	—	—	—	—
Chevalier's Boots	All Metals	Item Set 23	—	—	—	—	—
Commander's Plate Boots	All Metals	Item Set 24	—	—	—	—	—
Dwarven Massive Armored Boots	All Metals	Item Set 25	—	—	—	—	—
Effort's Boots	Silverite	+1 Armor	Item Set 2	—	—	—	—
Heavy Plate Boots	All Metals	Item Set 26	—	—	—	—	—
Juggernaut Plate Boots	Silverite	+5 Fire Resistance	+5 Cold Resistance	+5 Electricity Resistance	+5 Nature Resistance	+5 Spirit Resistance	Item Set 3
Templar Boots	All Metals	—	—	—	—	—	—

Wade's Dragonbone Plate Boots	Dragonbone	+5 Fire Resistance	Item Set 11	—	—	—	—
Wade's Superior Dragonbone Plate Boots	Dragonbone	+10 Fire Resistance	+0.5 Combat Stamina Regeneration	Item Set 30	—	—	—
Chest							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Light							
Dalish Armor	All Leathers	+1 Dexterity	Item Set 6	—	—	—	—
Duster Leather Armor	All Leathers	Item Set 7	—	—	—	—	—
Leather Armor	All Leathers	Item Set 12	—	—	—	—	—
Shadow of the Empire	Drakescale	+2 Strength	+2 Dexterity	+1.0 Combat Stamina Regeneration	—	—	—
Studded Leather Armor	All Leathers	Item Set 13	—	—	—	—	—
The Felon's Coat	Drakescale	+6 Dexterity	+9 Defense	+4 Armor	+1.0 Combat Stamina Regeneration	+15 Physical Resistance	—
Wade's Drakeskin Leather Armor	Drakescale	+25 Fire Resistance	Item Set 8	—	—	—	—
Wade's Superior Drakeskin Leather Armor	Drakescale	+2 Dexterity	+50 Fire Resistance	Item Set 27	—	—	—
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Medium							
Ancient Elven Armor	Veridium	+2 Dexterity	+2 Armor	+10 Spirit Resistance	Item Set 18	—	—
Chainmail	All Metals	Item Set 14	—	—	—	—	—
Dwarven Armor	All Metals	Item Set 17	—	—	—	—	—
Dwarven Noble Armor	All Metals	—	—	—	—	—	—
Everd's Armor	Grey Iron	+2.5 Combat Stamina Regeneration	—	—	—	—	—
Scale Armor	All Metals	Item Set 15	—	—	—	—	—
Shielded Dwarven Armor	Steel	+1 Constitution	+4% Chance to Ignore Hostile Magic	—	—	—	—

Splintmail	All Metals	Item Set 16	—	—	—	—	—
Varathorn's Armor	Silverite	+3 Armor	+20 Nature Resistance	+25 Stamina	—	—	—
Wade's Dragonskin Armor	Dragonbone	+25 Fire Resistance	Item Set 9	—	—	—	—
Wade's Superior Dragonskin Armor	Dragonbone	+50 Fire Resistance	+1.0 Combat Stamina Regeneration	+25 Stamina	Item Set 28	—	—
Heavy							
Armor of Diligence	Silverite	+0.5 Combat Health Regeneration	+2 Armor	Item Set 20	—	—	—
Ceremonial Armor	Red Steel	-3 Armor	+10 Mental Resistance	Item Set 19	—	—	—
Dwarven Guard Armor	Iron	+1 Armor	—	—	—	—	—
Dwarven Heavy Armor	All Metals	Item Set 21	—	—	—	—	—
Evon the Great's Mail	Dragonbone	+1.0 Combat Health Regeneration	+6 Armor	+10% Chance to Dodge Attacks	+1.0 Combat Stamina Regeneration	+10 Missile Defense	—
Heavy Chainmail	All Metals	Item Set 22	—	—	—	—	—
Heavy Chainmail	Red Steel	—	—	—	—	—	—
Superior Dwarven Guard Armor	Grey Iron	+1 Armor	+10 Physical Resistance	—	—	—	—
Wade's Heavy Dragonscale Armor	Dragonbone	+25 Fire Resistance	Item Set 10	—	—	—	—
Wade's Superior Heavy Dragonscale Armor	Dragonbone	+50 Fire Resistance	+1.0 Combat Stamina Regeneration	+25 Stamina	Item Set 29	—	—
Massive							
Armor of the Divine Will	Silverite	+20% Chance to Ignore Hostile Magic	-5 Magic	Required: Templar	—	—	—
Armor of the Legion	Dragonbone	+3 Willpower	Item Set 5	—	—	—	—
Armor of the River Dane	Silverite	+3 Strength	+3 Willpower	+1.25 Combat Stamina Regeneration	Required: Loghain	—	—

Chevalier's Armor	All Metals	Item Set 23	—	—	—	—	—
Commander's Plate Armor	All Metals	Item Set 24	—	—	—	—	—
Dwarven Massive Armor	All Metals	+1 Armor	Item Set 25	—	—	—	—
Effort	Silverite	+15% to Healing Spells	Item Set 2	—	—	—	—
Heavy Plate Armor	All Metals	Item Set 26	—	—	—	—	—
Juggernaut Plate Armor	Silverite	+10 Fire Resistance	+10 Cold Resistance	+10 Electricity Resistance	+10 Nature Resistance	+10 Spirit Resistance	Item Set 3
Knight Commander's Plate	Silverite	+5 Willpower	+40% Chance to Ignore Hostile Magic	+10 Mental Resistance	Required: Templar	—	—
Templar Armor	Steel	+3 Willpower	+20% Chance to Ignore Hostile Magic	+5 Mental Resistance	Required: Templar	—	—
Wade's Dragonbone Plate Armor	Dragonbone	+25 Fire Resistance	Item Set 11	—	—	—	—
Wade's Superior Dragonbone Plate Armor	Dragonbone	+50 Fire Resistance	+1.0 Combat Stamina Regeneration	+25 Stamina	Item Set 30	—	—
Mage							
Apprentice Robes	Robes	+1 Willpower	—	—	—	—	—
Archon Robes	Robes	+0.75 Combat Health Regeneration	+3 Armor	+2 Spellpower	—	—	—
Chasind Robes	Robes	+6 Defense	—	—	—	—	—
First Enchanter Robes	Robes	+3 Willpower	+3 Magic	+9 Defense	—	—	—
Lesser Tevinter Robe	Robes	+0.25 Combat Mana Regeneration	+1 Spellpower	—	—	—	—
Mage Robes	Robes	+1 Willpower	+1 Magic	—	—	—	—
Morrigan's Robes	Robes	+2 Magic	+10% Cold Damage	Required: Morrigan	—	—	—
Reaper's Vestments	Robes	+6 Constitution	+20 Fire Resistance	+16% Chance to Ignore Hostile Magic	+10% Chance to Dodge Attacks	+12 Armor	—
Robe of the Witch	Robes	+10 Cold Resistance	+5% Chance to Dodge Attacks	+3 Armor	—	—	—

Robes of Possession	Robes	+5 Magic	+12 Defense	+8% Chance to Ignore Hostile Magic	+20% Cold Damage	-1 Willpower	Required: Morrigan
Robes of the Gifted	Robes	+6% Chance to Ignore Hostile Magic	Reduces Hostility	—	—	—	—
Robes of the Magister Lords	Robes	+5 Willpower	+10 Fire Resistance	+10 Cold Resistance	—	—	—
Senior Enchanter's Robes	Robes	+2 Willpower	+2 Magic	+6 Defense	—	—	—
Tevinter Enchanter's Robes	Robes	+0.5 Combat Mana Regeneration	+3 Spellpower	+10% Chance to Dodge Attacks	—	—	—
Tevinter Mage Robes	Robes	+1.0 Combat Mana Regeneration	+4% Chance to Ignore Hostile Magic	+5 Spellpower	—	—	—
Tevinter Robe	Robes	+0.5 Combat Mana Regeneration	+3 Spellpower	—	—	—	—
Gloves							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Light							
Angled Strikers	Rough Hide	+5% Critical Damage	Required: Rogue	—	—	—	—
Ashen Gloves	Inscribed Leather	+20% to Cold Damage	Required: Mage	—	—	—	—
Backhands	Hardened Leather	+10% Critical Damage	Required: Rogue	—	—	—	—
Black Hand Gauntlets	Inscribed Leather	+20% to Spirit Damage	Required: Mage	—	—	—	—
Charged Mitts	Hardened Leather	+10% to Electricity Damage	Required: Mage	—	—	—	—
Cinderfel Gauntlets	Inscribed Leather	+20% to Fire Damage	Required: Mage	—	—	—	—
Coarse Cut Gauntlets	Rough Hide	+2% Melee Critical Chance	Required: Rogue	—	—	—	—
Dalish Gloves	All Leathers	+1 Dexterity	Item Set 6	—	—	—	—
Duster Leather Gloves	All Leathers	Item Set 7	—	—	—	—	—

Elementalist's Grasp	Inscribed Leather	+5% to Fire Damage	+5% to Cold Damage	+5% to Electricity Damage	+5% to Nature Damage	+5% to Spirit Damage	Required: Mage
Gloves of Guile	Drakescale	+5 Armor Penetration	—	—	—	—	—
Imperial Reinforced Gloves	Rough Hide	+1 Armor Penetration	—	—	—	—	—
Katriel's Grasp	Drakescale	+3% Melee Critical Chance	—	—	—	—	—
Leather Gloves	All Leathers	Item Set 12	—	—	—	—	—
Lend of the Lion	Hardened Leather	+10% to Nature Damage	Required: Mage	—	—	—	—
Pocketed Searing Gloves	Hardened Leather	+10% to Fire Damage	Required: Mage	—	—	—	—
Polar Gauntlets	Hardened Leather	+10% to Cold Damage	Required: Mage	—	—	—	—
Pushback Strikers	Drakescale	+5% Melee Critical Chance	Required: Rogue	—	—	—	—
Qunari Siege Gauntlets	Hardened Leather	+3 Armor Penetration	—	—	—	—	—
Red Jenny Seekers	Drakescale	+15% Critical Damage	Required: Rogue	—	—	—	—
Silk Weave Gloves	Inscribed Leather	+20% to Nature Damage	Required: Mage	—	—	—	—
Spirit Hands	Hardened Leather	+10% to Spirit Damage	Required: Mage	—	—	—	—
Storm Talons	Inscribed Leather	+20% to Electricity Damage	Required: Mage	—	—	—	—
Studded Leather Gloves	All Leathers	Item Set 13	—	—	—	—	—
Wade's Drakeskin Gloves	Drakescale	+5 Fire Resistance	Item Set 8	—	—	—	—
Wade's Superior Drakeskin Gloves	Drakescale	+1 Dexterity	+10 Fire Resistance	Item Set 27	—	—	—
Medium							
Ancient Elven Gloves	Veridium	+2 Armor	+8% Chance to Ignore Hostile Magic	Item Set 18	—	—	—
Chainmail Gloves	All Metals	Item Set 14	—	—	—	—	—

Dwarven Armored Gloves	All Metals	Item Set 17	—	—	—	—	—
Dwarven Noble Armored Gloves	All Metals	—	—	—	—	—	—
Everd's Gloves	Grey Iron	—	—	—	—	—	—
Scale Gloves	All Metals	Item Set 15	—	—	—	—	—
Splintmail Gloves	All Metals	Item Set 16	—	—	—	—	—
Wade's Dragonskin Gloves	Dragonbone	+5 Fire Resistance	Item Set 9	—	—	—	—
Wade's Superior Dragonskin Gloves	Dragonbone	+10 Fire Resistance	+0.5 Combat Stamina Regeneration	Item Set 28	—	—	—
Heavy							
Ceremonial Armored Gloves	Red Steel	Item Set 19	—	—	—	—	—
Dwarven Heavy Gloves	All Metals	Item Set 21	—	—	—	—	—
Gloves of Diligence	Silverite	+4 Armor	Item Set 20	—	—	—	—
Heavy Chainmail Gloves	All Metals	Item Set 22	—	—	—	—	—
Wade's Heavy Dragonscale Gloves	Dragonbone	+5 Fire Resistance	Item Set 10	—	—	—	—
Wade's Superior Heavy Dragonscale Gloves	Dragonbone	+10 Fire Resistance	+0.5 Combat Stamina Regeneration	Item Set 29	—	—	—
Massive							
Armor of the River Dane Gloves	Silverite	+1 Strength	+1 Willpower	Required: Loghain	—	—	—
Chevalier's Gloves	All Metals	Item Set 23	—	—	—	—	—
Commander's Plate Gloves	All Metals	Item Set 24	—	—	—	—	—
Dwarven Massive Armored Gloves	All Metals	Item Set 25	—	—	—	—	—
Effort's Gloves	Silverite	+1 Strength	Item Set 2	—	—	—	—
Gloves of the Legion	Dragonbone	+4 Attack	Item Set 5	—	—	—	—

Heavy Plate Gloves	All Metals	Item Set 26		—	—	—	—
Juggernaut Plate Gloves	Silverite	+5 Fire Resistance	+5 Cold Resistance	+5 Electricity Resistance	+5 Nature Resistance	+5 Spirit Resistance	Item Set 3
Wade's Dragonbone Plate Gloves	Dragonbone	+5 Fire Resistance	Item Set 11	—	—	—	—
Wade's Superior Dragonbone Plate Gloves	Dragonbone	+10 Fire Resistance	+0.5 Combat Stamina Regeneration	Item Set 30	—	—	—
Helmet							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Light							
Armsman's Tensioner	Inscribed Leather	0.3s Faster Aim	+6 Attack	—	—	—	—
Conspirator's Foil	Inscribed Leather	+20 Mental Resistance	—	—	—	—	—
Free Scout Arming Cap	Hardened Leather	+2 Dexterity	—	—	—	—	—
Leather Helm	All Leathers	—	—	—	—	—	—
Longrunner's Cap	Reinforced Leather	+0.5 Combat Stamina Regeneration	—	—	—	—	—
Orzammar Guard Helmet	Iron	—	—	—	—	—	—
Owen's Remasterwork	Grey Iron	+1 Armor	—	—	—	—	—
Quicksilver Arming Cap	Hardened Leather	+2 Cunning	—	—	—	—	—
Qunari Thickened Cap	Reinforced Leather	+10 Mental Resistance	—	—	—	—	—
Studded Helmet	All Leathers	+3 Physical Resistance	—	—	—	—	—
Studded Leather Helm	All Leathers	+2 Physical Resistance	—	—	—	—	—
The Long Sight	Drakescale	+5% Ranged Critical Chance	—	—	—	—	—
Medium							
Ancient Elven Helm	Veridium	+25 Spirit Resistance	Item Set 18	—	—	—	—
Barbarian Helmet	All Metals	+2 Attack	—	—	—	—	—
Camenae's Barbute	Silverite	0.3s Faster Aim	+1 Defense against Missiles	—	—	—	—

Dead Metal Bucket	Silverite	+25 Mental Resistance	—	—	—	—	—
Dwarven Helmet	All Metals	+2 Physical Resistance	—	—	—	—	—
Helmet	All Metals		—	—	—	—	—
Qunari Infantry Helm	All Metals	+2 Mental Resistance	—	—	—	—	—
Heavy							
Commander's Helm	All Metals	—	—	—	—	—	—
Executioner's Helm	All Metals	+25 Stamina	—	—	—	—	—
Grey Warden Helmet	All Metals	—	—	—	—	—	—
Griffon's Helm	Silverite	+15 Electricity Resistance	Item Set 1	—	—	—	—
Heavy Dwarven Helmet	All Metals	—	—	—	—	—	—
Helm of the Legion	Dragonbone	—	—	—	—	—	—
Helm of the Red	Steel	+1 Dexterity	+10 Fire Resistance	—	—	—	—
Proving Helm	Iron	+1 Willpower	+1 Constitution	—	—	—	—
Qunari Commander Helm	All Metals	—	—	—	—	—	—
Soldier's Helm	All Metals	—	—	—	—	—	—
Thane Helmet	All Metals	+3 Defense	—	—	—	—	—
Massive							
Corruption	Dragonbone	+5 Dexterity	+1 Armor	+75 Spirit Resistance	-1 Willpower	—	—
Duty	Silverite	+2 Constitution	Item Set 2	—	—	—	—
Heavy Infantry Helmet	All Metals	—	—	—	—	—	—
Juggernaut Helm	Silverite	+1 Armor	+10 Mental Resistance	Item Set 3	—	—	—
Knight-Commander's Helm	All Metals	+5 Physical Resistance	—	—	—	—	—
Rock-Knocker	Red Steel	+25 Physical Resistance	—	—	—	—	—
Soldier's Heavy Helm	All Metals	—	—	—	—	—	—
Standard Bearer's Helm	All Metals	+2 Mental Resistance	—	—	—	—	—
Mage							
Apprentice Cowl	Cowl	+5 Mental Resistance	—	—	—	—	—

Cameo Cowl	Cowl	+2 Cunning	+0.5 Combat Health Regeneration	—	—	—	—
Collective Arming Cowl	Cowl	+2 Constitution	—	—	—	—	—
Enchanter Cowl	Cowl	+5 Cold Resistance	+5 Nature Resistance	+5 Spirit Resistance	+5 Mental Resistance	—	—
Enchanter's Arming Cap	Cowl	+1 Willpower	+10 Mental Resistance	—	—	—	—
First Enchanter's Cowl	Cowl	+4% Chance to Ignore Hostile Magic	+10% Chance to Dodge Attacks	—	—	—	—
Reinforced Magus Cowl	Cowl	+2 Willpower	+20 Mental Resistance	-1 Dexterity	—	—	—
The Libertarian's Cowl	Cowl	+12 Defense	+0.25 Combat Mana Regeneration	—	—	—	—
Shield							
Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Quality #6
Round, Small							
Aeducan Shield	Iron	+1 Strength	—	—	—	—	—
Bloodstained Shield	All Woods	—	—	—	—	—	—
Caridin's Shield	Silverite	+10 Cold Resistance	+10 Electricity Resistance	+10 Spirit Resistance	—	—	—
Carta Shield	All Woods	—	—	—	—	—	—
Clan Shield	Horn	—	—	—	—	—	—
Crow Shield	All Woods	—	—	—	—	—	—
Dalish Shield	Ironbark	—	—	—	—	—	—
Gorim's Shield	Iron	+0.25 Combat Health Regeneration	—	—	—	—	—
Harrowmont Guard Shield	All Metals	—	—	—	—	—	—
Howe Guard Shield	All Metals	—	—	—	—	—	—
Mythal's Blessing	Whitewood	+1% Melee Critical Chance	+10% to Healing Spells	—	—	—	—
Orzammar Guard Shield	Iron	—	—	—	—	—	—
Ruck's Shield	Steel	+4 Attack	+10 Spirit Resistance	—	—	—	—

Small Darkspawn Shield	All Metals	—	—	—	—	—	—
Small Metal Round Shield	All Metals	—	—	—	—	—	—
Small Shield	All Woods	—	—	—	—	—	—
Warden Recruit Shield	All Woods	—	—	—	—	—	—
Round, Large							
Aeducan Family Shield	Silverite	+1 Cunning	+1 Constitution	+9 Defense	—	—	—
Aeducan Shield	Steel	+3 Defense	—	—	—	—	—
Branka's Shield	Silverite		—	—	—	—	—
Champion's Shield	Silverite	+12 Defense	—	—	—	—	—
Dead Coat of Arms	Silverite	+1 Constitution	+1.0 Combat Stamina Regeneration	—	—	—	—
Dwarven Large Round Shield	All Metals	—	—	—	—	—	—
Everd's Shield	Steel	—	—	—	—	—	—
Large Darkspawn Shield	All Metals	—	—	—	—	—	—
Large Wooden Round Shield	All Woods	—	—	—	—	—	—
Shield of the Legion	Dragonbone	+10 Mental Resistance	—	—	—	—	—
Tevinter Shield	All Woods	—	—	—	—	—	—
Kite							
Cousland Guard Shield	All Woods	—	—	—	—	—	—
Eamon's Shield	Steel	+6 Defense	+25 Stamina	—	—	—	—
Havard's Aegis	Yew Wood	+4% Chance to Ignore Hostile Magic	+5 Defense against Missiles	—	—	—	—
Knight-Commander's Shield	All Metals	—	—	—	—	—	—
Loghain's Guardsmen	Yew Wood	—	—	—	—	—	—
Loghain's Shield	Silverite	+20 Physical Resistance	Required: Loghain	—	—	—	—
Metal Kite Shield	All Metals				—	—	—

Redcliffe Elite Shield	Red Steel	+1 Willpower	+3 Defense	+15 Electricity Resistance	+2 Attack	—	—
Redcliffe Shield	All Woods	—	—	—	—	—	—
Shield of Highever	Grey Iron	+4 Attack	—	—	—	—	—
Swiftrunner's Shield	Whitewood	+10 Nature Resistance	+10 Spirit Resistance	—	—	—	—
Templar Shield	All Woods	—	—	—	—	—	—
Wooden Kite Shield	All Woods	—	—	—	—	—	—
Heavy							
Denerim Guard Shield	All Metals						
Duncan's Shield	Silverite	+3 Willpower	+6 Defense	+1.0 Combat Stamina Regeneration	—	—	—
Earthheart's Portable Bulwark	Red Steel	+1 Strength	+1 Dexterity	+1 Constitution	—	—	—
Fade Wall	Silverite	+3 Defense	+20% to Healing Spells	+1.0 Combat Stamina Regeneration	+25 Stamina	—	—
Greagoir's Shield	Whitewood	+6 Defense	+10 Fire Resistance	+4% Chance to Ignore Hostile Magic	—	—	—
Heavy Metal Shield	All Metals	—	—	—	—	—	—
Heavy Wooden Shield	All Woods	—	—	—	—	—	—
Howe's Shield	Silverite	+12 Defense	+10 Fire Resistance	+10 Cold Resistance	-2 Willpower	—	—
King's Shield	Silverite	—	—	—	—	—	—

Accessories

Belts, amulets, and rings fall into the accessories category, and each provides more magical bonuses to augment your characters' attributes and skills. The Magister's Cinch in the belt slot, for example, reduces hostility and grants a 10 percent bonus to healing effects. Depending on how you want to build up your character, you may opt for the Warden's Oath amulet to provide 2 more constitution points, or a Ring of Faith with its +10 percent fire damage for a Fireball-happy mage. When you receive a new accessory, you may not want to drop it on your main PC each time; think about which party member it benefits the most and give it to them. Giving an item granting extra defense to the tank benefits the party more than giving it to your PC rogue who barely needs it.

Amulets					
Name	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5
Amulet of Accord	Reduces Hostility	+10 Physical Resistance	—	—	—
Aneirin's Token	+10 Electricity Resistance	+10 Nature Resistance	+10 Spirit Resistance	—	—
Apprentice's Amulet	+5 Fire Resistance	+5 Cold Resistance	+1 Armor	—	—
Athras's Pendant	+4% Chance to Ignore Hostile Magic	—	—	—	—
Caridin's Cage	+20 Electricity Resistance	-1 Cunning	—	—	—
Charm of Flame	+5% to Fire Damage	—	—	—	—
Charm of Still Waters	+1 Willpower	—	—	—	—
Dalish Pendant	+10 Nature Resistance	—	—	—	—
Deadhead Charge	+20 Physical Resistance	-1 Willpower	—	—	—
Faulty Amulet	+20 Mental Resistance	+20 Physical Resistance	-3 Armor	—	—
Gateway Amulet	+20 Spirit Resistance	-1 Willpower	—	—	—
Halla Horn	+10 Mental Resistance	—	—	—	—
Heart of Witherfang	+1 Strength	+1 Magic	+50 Nature Resistance	—	—
Hearthstone Pendant	+10 Cold Resistance	—	—	—	—
Heirloom Necklace	+10 Spirit Resistance	—	—	—	—
Lifedrinker	+4 Spellpower	Required: Blood Mage	—	—	
Magister's Shield	+6 Defense	+4% Chance to Ignore Hostile Magic	+6 Defense vs. Missiles	-10 Nature Resistance	—
Mud Idol	+10 Cold Resistance	—	—	—	—
North Ward	+20 Mental Resistance	-1 Strength	—	—	—
Par Vollen Willstone	+2 Willpower		—	—	—
Reflection	+1 Constitution	+15% to Healing Spells	—	—	—

Sailor's Charm	+10 Electricity Resistance	—	—	—	—
Seeker's Circle	+1 Cunning	+10 Mental Resistance	Required: Leliana	—	—
Shaper's Amulet	+2 Willpower	—	—	—	—
Shiver	+20 Cold Resistance	-1 Dexterity	—	—	—
Silver Cord	+5 Spirit Resistance	+2% Chance to Ignore Hostile Magic	—	—	—
Smith's Heart	+20 Fire Resistance	-1 Dexterity	—	—	—
Spirit Charm	+10 Fire Resistance	—	—	—	—
Spirit Ward	+10 Spirit Resistance	—	—	—	—
Temperament	+10 Mental Resistance	—	—	—	—
The Spellward	+5 Willpower	+2.0 Exploration Health Regeneration	+30% Chance to Ignore Hostile Magic	+10% Chance to Dodge Attacks	+6 Defense vs. Missiles
Varathorn's Amulet	+20 Nature Resistance	-1 Constitution	—	—	—
Warden's Oath	+2 Constitution	Required: Player Only	—	—	—
Wildstone Clasp	+1 Willpower	+10 Mental Resistance	Required: Morrigan	—	—
Belts					
Name	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5
Andruil's Blessing	+2 to All Attributes	+20 Nature Resistance	+1.0 Combat Mana Regeneration	+1.0 Combat Stamina Regeneration	+10 Physical Resistance
Archivist's Sash	Increased XP from Codex	Required: Player Only	—	—	—
Belt of the Magister Lords	+3 Spellpower	—	—	—	—
Borders Yet to Be	+2 Willpower	Required: Loghain	—	—	—
Buckle of the Winds	+3 Defense	—	—	—	—
Creationist's Cord	+10 Fire Resistance	+10% to Healing Spells	—	—	—
Dalish Hunter's Belt	+0.75 Combat Stamina Regeneration	Required: Warrior or Rogue	—	—	—

Dalish Leather Belt	+0.75 Combat Stamina Regeneration	Required: Warrior or Rogue	—	—	—
Destructionist's Belt	+0.5 Combat Mana Regeneration	+3 Spellpower	Required: Mage	—	—
Dwarven Merchant's Belt	Increased Monetary Gain	—	—	—	—
Dwarven Smith's Belt	+1 Armor	—	—	—	—
Dwarven Warrior's Belt	+1 Strength	+1 Armor	—	—	—
Earthen Cinch	+1 Armor	+5% to Nature Damage	—	—	—
Elfrope	+20 Nature Resistance	Required: Warrior or Rogue	—	—	—
Ephemeralist's Belt	+1 Spirit Resistance	—	—	—	—
Fencer's Cinch	+4 Attack	—	—	—	—
Hardy's Belt	+1 Constitution	—	—	—	—
Longbowman's Belt	+2% Ranged Critical Chance	—	—	—	—
Magister's Cinch	Reduces Hostility	+10% to Healing Spells	—	—	—
Mixed Metal Rounds	+2 Dexterity	Required: Zevran	—	—	—
One for the Ditch	+1 Constitution	+10 Physical Resistance	Required: Oghren		
Ornate Leather Belt	+1 Strength	—	—	—	—
Silver Aron	+2 Magic	Required: Wynne	—	—	—
Sword Belt	+2 Armor Penetration	—	—	—	—
Swordsman's Girdle	+2% Melee Critical Chance	—	—	—	—
Rings					
Name	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5
Blood Ring	Improves Blood Magic	+5% to Spirit Damage	Required: Blood Mage	—	—
Dalish Battery	+10% to Electricity Damage	—	—	—	—
Dawn Ring	+4 Strength	-1 Cunning	Item Set 4	—	—
Dreamsever	+10% to Spirit Damage	—	—	—	—
Dusk Ring	+3 Cunning	-1 Strength	Item Set 4	—	—
Ember	+5% to Fire Damage	—	—	—	—
Focus Ring	+5% to Spirit Damage	—	—	—	—

Frostshear	+10% to Cold Damage	—	—	—	—
Golden Ring	+1 Constitution	—	—	—	—
Hailstone	+5% to Cold Damage	—	—	—	—
Iced Band	+10 Cold Resistance	—	—	—	—
Keeper's Ring	+1 Dexterity	—	—	—	—
Key to the City	+2 to All Attributes	+4% to Ignore Hostile Magic	+10% to Healing Spells	—	—
Lifegiver	+10 Constitution	+3.0 Combat Health Regeneration	+2.5 Exploration Health Regeneration	+3 Armor	+20% to Healing Spells
Lloyd's Magic Ring	+2 Strength	-1 Cunning	—	—	—
Memory Band	+1% to Experience	—	—	—	—
Morrigan's Ring	+2 Willpower	—	—	—	—
Ring of Ages	+20 Fire Resistance	+20 Cold Resistance	+20 Electricity Resistance	+20 Nature Resistance	+20 Spirit Resistance
Ring of Faith	+10% to Fire Damage	Required: Mage	—	—	—
Ring of Resistance	+1 Willpower	+1 Constitution	—	—	—
Ring of Selection	+10% to Nature Damage	—	—	—	—
Ring of Study	+1 Magic	—	—	—	—
Ring of the Warrior	+2 Strength	+2 Dexterity	—	—	—
Runic Worry Token	+1 Willpower	+10 Mental Resistance	Required: Alistair	—	—
Seal of Rat Red	+10 Mental Resistance	+10 Physical Resistance	—	—	—
Silverleaf	+1 Cunning	—	—	—	—
Spiral Band	+5% to Spirit Damage	—	—	—	—
Surveyor	+1 Willpower	—	—	—	—
Thorn	+5% to Nature Damage	—	—	—	—
Twitch	+5% to Electricity Damage	—	—	—	—
Dog Collars					
Name	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5
Black Leather Collar	+1 Armor Penetration	+2 Armor	—	—	—
Blackmetal Torque	+6 Attack	+6 Armor	—	—	—
Lord's Hunting Jabot	+4 Attack	+4 Armor	—	—	—
Mabari Dog Chain	+2 Armor Penetration	+4 Armor	—	—	—
Mabari War Harness	+4 Armor Penetration	+8 Armor	—	—	—
Pure Bitch Braid	+8 Attack	+8 Armor	—	—	—

Steel Spiked Collar	+3 Armor Penetration	+6 Armor	—	—	—
Throwback Harness	+2 Attack	+2 Armor	—	—	—
Worn Studded Braid	+2 Constitution	—	—	—	—
Dog Warpaint					
Name	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5
Kaddis of Hakkon Wintersbreath	+30 Cold Resistance	—	—	—	—
Kaddis of the Courser	+2 Dexterity	—	—	—	—
Kaddis of the King's Hounds	+30 Nature Resistance	—	—	—	—
Kaddis of the Lady of the Skies	+30 Physical Resistance	—	—	—	—
Kaddis of the Mountain-Father	+20 Nature Resistance	+20 Spirit Resistance	—	—	—
Kaddis of the Siege-Breaker	+30 Fire Resistance	—	—	—	—
Kaddis of the Trickster	+3 Damage	—	—	—	—
Warpaint of the Tempest	+30 Electricity Resistance	—	—	—	—
Warpaint of the Vanguard	+1.0 Combat Stamina Regeneration	—	—	—	—
Warpaint of the Waking Sea	+0.25 Combat Health Regeneration	—	—	—	—
Warpaint of the West Hills	+9 Defense	—	—	—	—
Warpaint of the Wolfhound	None	—	—	—	—
Ammo					
Name	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5
Andraste's Arrows	Mage Slayer—Interrupts Spellcasting	—	—	—	—
Arrow of Filth	+3 Nature Damage	—	—	—	—
Elf-Flight Arrow	+6 Attack	Chance to Stun	—	—	—
Explosive Bolt	+4 Fire Damage	—	—	—	—
Fire Arrow	+2 Fire Damage	—	—	—	—
Fire Bolt	+3 Fire Damage	—	—	—	—
Ice Arrow	+2 Cold Damage	—	—	—	—
Ice Bolt	+3 Cold Damage	—	—	—	—
Knockback Bolt	Chance to Knock Target Back	—	—	—	—

Sureshot Bolt	Massive Damage to Darkspawn				

Rune Enchanting

Bodahn's son, Sandal, enchants weapons for you at party camp. Any time you find or buy a rune, check back with Sandal to see about slotting the rune in your present equipment. You can use a rune if your weapon has an open slot (most lower-tier weapons do not have rune slots; many higher-tier weapons do). When you speak to Sandal, the rune interface will show you which weapons have rune slots in your inventory, who wields the weapon, and the available runes with which to enchant. Simply drag the rune into the open weapon slot to add its ability to the weapon. If you want to make a change, drag the active rune back to the rune inventory section and add a new rune to the weapon.

Runes

There are five rune categories, which increase in potency with each level: novice, journeyman, expert, master, and grandmaster. A novice flame rune, for example, grants +1 fire damage, while a grandmaster flame rune gives +5. There are nine different rune abilities as well: cold iron (damage vs. undead), dweomer (spell resistance), flame (added fire damage), frost (added cold damage), hale (added physical resistance), lightning (added electrical damage), paralyze (chance to root target), silverite (damage vs. darkspawn), and slow (reduce movement speed).

As you collect runes and add them to your weapons, parcel them out based on party needs and class specialties. The damage-based runes generally go to DPS characters or the tank. Hale, of course, goes to a tank, while dweomer tends to go on mage weapons or ranged DPSers (they tend to draw the return fire from enemy spellcasters in the rear). Paralyze and slow runes are excellent on a tank or DPSer weapon to keep the enemy in place while they wallop on them. As with everything, play to your party's strengths and mind their weaknesses. If your tank keeps getting hurt by enemy spellcasters, naturally give him the dweomer rune.

Name	Bonuses
Novice Cold Iron Rune	Damage +2 vs. Undead
Novice Dweomer Rune	+2% Chance to Ignore Hostile Magic
Novice Flame Rune	+1 Fire Damage
Novice Frost Rune	+1 Cold Damage
Novice Hale Rune	+5 Physical Resistance
Novice Lightning Rune	+1 Electricity Damage
Novice Paralyze Rune	Chance of Paralysis
Novice Silverite Rune	Damage +2 vs. Darkspawn
Novice Slow Rune	Chance to Reduce Movement Speed
Journeyman Cold Iron Rune	Damage +4 vs. Undead
Journeyman Dweomer Rune	+4% Chance to Ignore Hostile Magic
Journeyman Flame Rune	+2 Fire Damage
Journeyman Frost Rune	+2 Cold Damage
Journeyman Hale Rune	+10 Physical Resistance
Journeyman Lightning Rune	+2 Electricity Damage
Journeyman Paralyze Rune	Chance of Paralysis
Journeyman Silverite Rune	Damage +4 vs. Darkspawn
Journeyman Slow Rune	Chance to Reduce Movement Speed
Expert Cold Iron Rune	Damage +6 vs. Undead
Expert Dweomer Rune	+6% Chance to Ignore Hostile Magic
Expert Flame Rune	+3 Fire Damage
Expert Frost Rune	+3 Cold Damage
Expert Hale Rune	+15 Physical Resistance
Expert Lightning Rune	+3 Electricity Damage
Expert Paralyze Rune	Chance of Paralysis
Expert Silverite Rune	Damage +6 vs. Darkspawn
Expert Slow Rune	Chance to Reduce Movement Speed
Master Cold Iron Rune	Damage +8 vs. Undead
Master Dweomer Rune	+8% Chance to Ignore Hostile Magic
Master Flame Rune	+4 Fire Damage
Master Frost Rune	+4 Cold Damage
Master Hale Rune	+20 Physical Resistance
Master Lightning Rune	+4 Electricity Damage
Master Paralyze Rune	Chance of Paralysis
Master Silverite Rune	Damage +8 vs. Darkspawn
Master Slow Rune	Chance to Reduce Movement Speed
Grandmaster Cold Iron Rune	Damage +10 vs. Undead
Grandmaster Dweomer Rune	+10% Chance to Ignore Hostile Magic
Grandmaster Flame Rune	+5 Fire Damage
Grandmaster Frost Rune	+5 Cold Damage
Grandmaster Hale Rune	+25 Physical Resistance
Grandmaster Lightning Rune	+5 Electricity Damage
Grandmaster Paralyze Rune	Chance of Paralysis
Grandmaster Silverite Rune	Damage +10 vs. Darkspawn
Grandmaster Slow Rune	Chance to Reduce Movement Speed

Crafting

Herbalism, Trap-Making, and Poison-Making contribute to craft items. When you gain the Herbalism skill, you can craft medicinal items, such as health poultices, lyrium potions, and injury kits. Trap-Making creates simple but effective mechanisms for snaring and injuring enemies, such as claw traps and caltrop traps. Poison-Making extracts potent poisons from deadly plants and venom from reptiles to coat weapons with various effects detrimental to your enemies. Herbalism is absolutely essential in any group, and usually a mage will take up the

craft due to their high magic score. Trap-Making is a nice luxury if you have the extra skill points to spend on it. Any warrior or rogue who wants a little extra AoE and root/snaring effects can dabble here. Poison-Making will improve DPS, which fits with a rogue or damage-dealing warrior. You main PC should probably spend skill points on the critical talents, such as Coercion and Combat Training (for warriors and rogues), while each companion can take one of the crafting skills to maximize your item output in the various crafting areas.

Crafting Recipes



So you've decided you want to study up on Herbalism, Poison-Making, or Trap-Making. What reagents to you need, and at what rank can you make each crafting item? Read through the following table for the essentials you need to craft every item in the game.

Herbalism									
Item Name	Craft	Ingredient 1	Count 1	Ingredient 2	Count 2	Ingredient 3	Count 3	Ingredient 4	Count 4
Lesser Health Poultice	Herbalism	Elfroot	1	Flask	1	—	0	—	0
Lesser Lyrium Potion	Herbalism	Lyrium Dust	1	Flask	1	—	0	—	0
Mabari Crunch	Herbalism	Elfroot	1	Deep Mushroom	1	—	0	—	0
Double-Baked Mabari Crunch	Herbalism (Improved)	Elfroot	2	Deep Mushroom	2	—	0	—	0
Health Poultice	Herbalism (Improved)	Elfroot	3	Flask	1	Distillation Agent	1	—	0

Incense of Awareness	Herbalism (Improved)	Lyrium Dust	1	Deep Mushroom	1	Flask	1	Distillation Agent	1
Lyrium Potion	Herbalism (Improved)	Lyrium Dust	2	Flask	1	Distillation Agent	1	—	0
Minor Injury Repair Kit	Herbalism (Improved)	Elfroot	2	Deep Mushroom	2	Distillation Agent	1	—	0
Rock Salve	Herbalism (Improved)	Deep Mushroom	2	Flask	1	Distillation Agent	1	—	0
Greater Health Poultice	Herbalism (Expert)	Elfroot	4	Flask	1	Distillation Agent	2	Concentrator Agent	1
Greater Lyrium Potion	Herbalism (Expert)	Lyrium Dust	3	Flask	1	Distillation Agent	2	Concentrator Agent	1
Injury Repair Kit	Herbalism (Expert)	Elfroot	3	Deep Mushroom	3	Distillation Agent	2	Concentrator Agent	1
Lesser Elixir of Grounding	Herbalism (Expert)	Frozen Lightning	1	Flask	1	Concentrator Agent	1	—	0
Lesser Ice Salve	Herbalism (Expert)	Frostrock	1	Flask	1	Concentrator Agent	1	—	0
Lesser Nature Salve	Herbalism (Expert)	Lifestone	1	Flask	1	Concentrator Agent	1	—	0
Lesser Spirit Balm	Herbalism (Expert)	Spirit Shard	1	Flask	1	Concentrator Agent	1	—	0
Lesser Warmth Balm	Herbalism (Expert)	Fire Crystal	1	Flask	1	Concentrator Agent	1	—	0
Swift Salve	Herbalism (Expert)	Lyrium Dust	2	Deep Mushroom	2	Flask	1	Concentrator Agent	1
Dwarven Regicide Antidote	Herbalism (Master)	Elfroot	4	Lifestone	2	Flask	1	Concentrator Agent	2
Greater Elixir of Grounding	Herbalism (Master)	Frozen Lightning	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Greater Ice Salve	Herbalism (Master)	Frostrock	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Greater Nature Salve	Herbalism (Master)	Lifestone	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Greater Spirit Balm	Herbalism (Master)	Spirit Shard	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Greater Warmth Balm	Herbalism (Master)	Fire Crystal	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Major Injury Repair Kit	Herbalism (Master)	Elfroot	4	Deep Mushroom	4	Distillation Agent	2	Concentrator Agent	2
Potent Health Poultice	Herbalism (Master)	Elfroot	5	Flask	1	Distillation Agent	2	Concentrator Agent	2
Potent Lyrium Potion	Herbalism (Master)	Lyrium Dust	4	Flask	1	Distillation Agent	2	Concentrator Agent	2
Poison-Making									

Item Name	Craft	Ingredient 1	Count 1	Ingredient 2	Count 2	Ingredient 3	Count 3	Ingredient 4	Count 4
Deathroot Extract	Poison-Making	Deathroot	1	Flask	1	—	0	—	0
Venom	Poison-Making	Toxin Extract	1	Flask	1	—	0	—	0
Acid Flask	Poison-Making (Improved)	Lifestone	1	Flask	1	Corrupter Agent	1	—	0
Concentrated Deathroot Extract	Poison-Making (Improved)	Deathroot	2	Flask	1	Distillation Agent	1	—	0
Concentrated Venom	Poison-Making (Improved)	Toxin Extract	2	Flask	1	Distillation Agent	1	—	0
Crow Poison	Poison-Making (Improved)	Toxin Extract	2	Deathroot	2	Flask	1	Distillation Agent	1
Fire Bomb	Poison-Making (Improved)	Fire Crystal	1	Flask	1	Corrupter Agent	1	—	0
Freeze Bomb	Poison-Making (Improved)	Frostrock	1	Flask	1	Corrupter Agent	1	—	0
Shock Bomb	Poison-Making (Improved)	Frozen Lightning	1	Flask	1	Corrupter Agent	1	—	0
Soulrot Bomb	Poison-Making (Improved)	Spirit Shard	1	Flask	1	Corrupter Agent	1	—	0
Acidic Coating	Poison-Making (Expert)	Lifestone	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Adder's Kiss	Poison-Making (Expert)	Toxin Extract	3	Flask	1	Distillation Agent	2	Concentrator Agent	1
Concentrated Crow Poison	Poison-Making (Expert)	Toxin Extract	3	Deathroot	3	Flask	1	Concentrator Agent	1
Demonic Poison	Poison-Making (Expert)	Demonic Ichor	1	Flask	1	Concentrator Agent	1	—	0
Flaming Coating	Poison-Making (Expert)	Fire Crystal	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Fleshrot	Poison-Making (Expert)	Deathroot	3	Flask	1	Distillation Agent	2	Concentrator Agent	1
Freezing Coating	Poison-Making (Expert)	Frostrock	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Magebane	Poison-Making (Expert)	Lyrium Dust	3	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Shock Coating	Poison-Making (Expert)	Frozen Lightning	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Soldier's Bane	Poison-Making (Expert)	Deep Mushroom	3	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Soulrot Coating	Poison-Making (Expert)	Spirit Shard	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Concentrated Demonic Poison	Poison-Making (Master)	Demonic Ichor	2	Flask	1	Concentrator Agent	2	—	0

Concentrated Magebane	Poison-Making (Master)	Lyrium Dust	4	Flask	1	Corrupter Agent	2	Concentrator Agent	2
Concentrated Soldier's Bane	Poison-Making (Master)	Deep Mushroom	4	Flask	1	Corrupter Agent	2	Concentrator Agent	2
Quiet Death	Poison-Making (Master)	Toxin Extract	4	Deathroot	4	Flask	1	Concentrator Agent	2
Trap-Making									
Item Name	Craft	Ingredient 1	Count 1	Ingredient 2	Count 2	Ingredient 3	Count 3	Ingredient 4	Count 4
Rope Trap	Trap-Making	Trap Trigger	1	—	0	—	0	—	0
Small Caltrop Trap	Trap-Making	Metal Shard	1	—	0	—	0	—	0
Small Claw Trap	Trap-Making	Metal Shard	1	Trap Trigger	1	—	0	—	0
Small Shrapnel Trap	Trap-Making	Metal Shard	1	Trap Trigger	1	—	0	—	0
Large Caltrop Trap	Trap-Making (Improved)	Metal Shard	2	—	0	—	0	—	0
Large Claw Trap	Trap-Making (Improved)	Metal Shard	2	Trap Trigger	1	—	0	—	0
Large Shrapnel Trap	Trap-Making (Improved)	Metal Shard	2	Trap Trigger	1	—	0	—	0
Mild Choking Powder Trap	Trap-Making (Improved)	Toxin Extract	1	Corrupter Agent	1	Trap Trigger	1	—	0
Mild Sleeping Gas Trap	Trap-Making (Improved)	Deathroot	1	Corrupter Agent	1	Trap Trigger	1	—	0
Small Grease Trap	Trap-Making (Improved)	Lifestone	1	Distillation Agent	1	Trap Trigger	1	—	0
Small Lure	Trap-Making (Improved)	Glamour Charm	1	—	0	—	0	—	0
Acidic Trap	Trap-Making (Expert)	Lifestone	1	Corrupter Agent	1	Trap Trigger	1	—	0
Choking Powder Trap	Trap-Making (Expert)	Toxin Extract	2	Corrupter Agent	2	Concentrator Agent	1	Trap Trigger	1
Fire Trap	Trap-Making (Expert)	Fire Crystal	1	Corrupter Agent	1	Trap Trigger	1	—	0
Freeze Trap	Trap-Making (Expert)	Frostrock	1	Corrupter Agent	1	Trap Trigger	1	—	0
Large Grease Trap	Trap-Making (Expert)	Lifestone	2	Distillation Agent	2	Concentrator Agent	1	Trap Trigger	1
Large Lure	Trap-Making (Expert)	Glamour Charm	2	—	0	—	0	—	0
Poisoned Caltrop Trap	Trap-Making (Expert)	Metal Shard	2	Lifestone	1	Corrupter Agent	1	—	0
Shock Trap	Trap-Making (Expert)	Frozen Lightning	1	Corrupter Agent	1	Trap Trigger	1	—	0
Sleeping Gas Trap	Trap-Making (Expert)	Deathroot	2	Corrupter Agent	2	Concentrator Agent	1	Trap Trigger	1

Soulrot Trap	Trap-Making (Expert)	Spirit Shard	1	Corrupter Agent	1	Trap Trigger	1	—	0
Acidic Grease Trap	Trap-Making (Master)	Lifestone	3	Corrupter Agent	2	Concentrator Agent	2	Trap Trigger	1
Choking Powder Cloud Trap	Trap-Making (Master)	Toxin Extract	3	Corrupter Agent	2	Concentrator Agent	2	Trap Trigger	1
Irresistable Lure	Trap-Making (Master)	Glamour Charm	3	—	0	—	0	—	0
Sleeping Gas Cloud Trap	Trap-Making (Master)	Deathroot	3	Corrupter Agent	2	Concentrator Agent	2	Trap Trigger	1

Recipes and Plans		
Item Name	Location	Merchant Name
Acid Flask Recipe	Dalish Camp	Varathorn's Goods
Acid Flask Recipe	Dalish Camp	Varathorn's Goods (second store)
Acid Flask Recipe	Haven	New Shop Keeper
Acid Flask Recipe	Haven	Shop Keeper
Acid Flask Recipe	Ostagar	Quartermaster
Acidic Coating Recipe	Dalish Camp	Varathorn's Goods
Acidic Coating Recipe	Dalish Camp	Varathorn's Goods (second store)
Acidic Coating Recipe	Haven	New Shop Keeper
Acidic Coating Recipe	Haven	Shop Keeper
Acidic Grease Trap Plans	Dalish Camp	Varathorn's Goods (second store)
Acidic Trap Plans	Dalish Camp	Varathorn's Goods
Acidic Trap Plans	Dalish Camp	Varathorn's Goods (second store)
Adder's Kiss Recipe	Orzammar	Alimar
Choking Powder Cloud Trap Plans	Orzammar	Alarith's Store (after Landsmeet)
Choking Powder Trap Plans	Haven	New Shop Keeper
Choking Powder Trap Plans	Orzammar	Alimar
Concentrated Crow Poison Recipe	Denerim Market District	Cesar
Concentrated Crow Poison Recipe	Denerim Market District	Cesar (second store)
Concentrated Deathroot Extract Recipe	Frostback Mountains	Faryn
Concentrated Deathroot Extract Recipe	Lothering	Merchant
Concentrated Deathroot Extract Recipe	Ostagar	Quartermaster (second store)
Concentrated Demonic Poison Recipe	Denerim Market District	Cesar (second store)
Concentrated Magebane Recipe	Denerim Market District	Cesar (second store)
Concentrated Soldier's Bane Recipe	Denerim Market District	Cesar (second store)
Concentrated Venom Recipe	Lothering	Merchant
Concentrated Venom Recipe	Orzammar	Alimar
Concentrated Venom Recipe	Ostagar	Quartermaster
Crow Poison Recipe	Orzammar	Alimar
Demonic Poison Recipe	Denerim Market District	Cesar
Demonic Poison Recipe	Denerim Market District	Cesar (second store)
Double-Baked Mabari Crunch Recipe	Ostagar	Quartermaster (second store)
Double-Baked Mabari Crunch Recipe	Redcliffe	Lloyd's Tavern
Double-Baked Mabari Crunch Recipe	Redcliffe	Lloyd's Tavern (second store)

Fire Bomb Recipe	Circle Tower	Quartermaster
Fire Bomb Recipe	Lothering	Merchant
Fire Bomb Recipe	Ostagar	Quartermaster (second store)
Fire Trap Plans	Lake Calenhad	Innkeeper
Flame Coating Recipe	Circle Tower	Quartermaster
Flame Coating Recipe	Orzammar	Alarith's Store (after Landsmeet)
Fleshrot Recipe	Frostback Mountains	Faryn
Freeze Bomb Recipe	Lothering	Merchant
Freeze Bomb Recipe	Orzammar	Alimar
Freeze Trap Plans	Orzammar	Alimar
Freeze Trap Plans	Random Encounter	Dwarven Merchant
Freezing Coating Recipe	Orzammar	Alarith's Store (after Landsmeet)
Freezing Coating Recipe	Orzammar	Alimar
Greater Elixir of Grounding Recipe	Haven	New Shop Keeper
Greater Health Poultice Recipe	Dalish Camp	Varathorn's Goods
Greater Health Poultice Recipe	Dalish Camp	Varathorn's Goods (second store)
Greater Health Poultice Recipe	Denerim Market District	Gnawed Noble Tavern (after Landsmeet)
Greater Health Poultice Recipe	Orzammar	Figor
Greater Ice Salve Recipe	Denerim Market District	Wonders of Thedas (after Landsmeet)
Greater Injury Kit Recipe	Orzammar	Alarith's Store (after Landsmeet)
Greater Lyrium Potion Recipe	Denerim Market District	Wonders of Thedas (after Landsmeet)
Greater Lyrium Potion Recipe	Frostback Mountains	Faryn
Greater Nature Salve Recipe	Dalish Camp	Varathorn's Goods (second store)
Greater Spirit Balm Recipe	Dalish Camp	Varathorn's Goods (second store)
Greater Warmth Balm Recipe	Denerim Market District	Wonders of Thedas (after Landsmeet)
Health Poultice Recipe	Dalish Camp	Varathorn's Goods
Health Poultice Recipe	Dalish Camp	Varathorn's Goods (second store)
Health Poultice Recipe	Denerim Market District	Gnawed Noble Tavern (after Landsmeet)
Health Poultice Recipe	Orzammar	Figor
Health Poultice Recipe	Ostagar	Quartermaster
Health Poultice Recipe	Redcliffe	Lloyd's Tavern
Health Poultice Recipe	Redcliffe	Lloyd's Tavern (second store)

Incense of Awareness Recipe	Circle Tower	Quartermaster
Incense of Awareness Recipe	Lothering: Dane's Refuge	Barlin
Injury Kit Recipe	Circle Tower	Quartermaster
Injury Kit Recipe	Denerim Market District	Gnawed Noble Tavern (after Landsmeet)
Interesting Lure Trap Plans	Haven	New Shop Keeper
Interesting Lure Trap Plans	Orzammar: Commons	Legnar
Large Caltrop Trap Plans	Orzammar	Janar
Large Caltrop Trap Plans	Redcliffe	Blacksmith
Large Caltrop Trap Plans	Redcliffe	Owen
Large Caltrop Trap Plans	Redcliffe	Owen (second store)
Large Claw Trap Plans	Lothering: Dane's Refuge	Barlin
Large Claw Trap Plans	Orzammar	Janar
Large Claw Trap Plans	Ostagar	Quartermaster
Large Claw Trap Plans	Redcliffe	Blacksmith
Large Grease Trap Plans	Dalish Camp	Varathorn's Goods
Large Grease Trap Plans	Dalish Camp	Varathorn's Goods (second store)
Large Grease Trap Plans	Frostback Mountains	Faryn
Large Shrapnel Trap Plans	Lothering: Dane's Refuge	Barlin
Large Shrapnel Trap Plans	Orzammar	Janar
Large Shrapnel Trap Plans	Redcliffe	Owen
Large Shrapnel Trap Plans	Redcliffe	Owen (second store)
Lesser Elixir of Grounding Recipe	Haven	New Shop Keeper
Lesser Elixir of Grounding Recipe	Haven	Shop Keeper
Lesser Ice Salve Recipe	Frostback Mountains	Faryn
Lesser Ice Salve Recipe	Haven	New Shop Keeper
Lesser Injury Kit Recipe	Denerim Market District	Gnawed Noble Tavern (after Landsmeet)
Lesser Injury Kit Recipe	Lothering: Dane's Refuge	Barlin
Lesser Injury Kit Recipe	Orzammar	Figor
Lesser Injury Kit Recipe	Ostagar	Quartermaster
Lesser Injury Kit Recipe	Redcliffe	Lloyd's Tavern
Lesser Injury Kit Recipe	Redcliffe	Lloyd's Tavern (second store)
Lesser Nature Salve Recipe	Dalish Camp	Varathorn's Goods
Lesser Nature Salve Recipe	Dalish Camp	Varathorn's Goods (second store)
Lesser Nature Salve Recipe	Orzammar	Alarith's Store (after Landsmeet)
Lesser Spirit Balm Recipe	Circle Tower	Quartermaster
Lesser Spirit Balm Recipe	Dalish Camp	Varathorn's Goods
Lesser Spirit Balm Recipe	Dalish Camp	Varathorn's Goods (second store)
Lesser Warmth Balm Recipe	Circle Tower	Quartermaster
Lesser Warmth Balm Recipe	Orzammar	Alarith's Store (after Landsmeet)
Lyrium Potion Recipe	Circle Tower	Quartermaster
Lyrium Potion Recipe	Haven	New Shop Keeper
Lyrium Potion Recipe	Haven	Shop Keeper
Lyrium Potion Recipe	Lothering: Dane's Refuge	Barlin
Magebane Poison Recipe	Denerim Market District	Cesar
Magebane Poison Recipe	Denerim Market District	Cesar (second store)

Magebane Poison Recipe	Haven	New Shop Keeper
Mild Choking Powder Trap Plans	Haven	New Shop Keeper
Mild Choking Powder Trap Plans	Haven	Shop Keeper
Mild Choking Powder Trap Plans	Lake Calenhad	Innkeeper
Mild Choking Powder Trap Plans	Orzammar	Alimar
Mild Lure Plans	Haven	New Shop Keeper
Mild Lure Plans	Haven	Shop Keeper
Mild Lure Plans	Lothering: Dane's Refuge	Barlin
Mild Lure Plans	Orzammar: Commons	Legnar
Mild Lure Plans	Ostagar	Quartermaster (second store)
Mild Sleeping Gas Trap Plans	Orzammar	Alimar
Mild Sleeping Gas Trap Plans	Ostagar	Quartermaster (second store)
Overpowering Lure Trap Plans	Denerim Market District	Wonders of Thedas (after Landsmeet)
Poisoned Caltrop Trap Plans	Redcliffe	Owen (second store)
Potent Health Poultice Recipe	Dalish Camp	Varathorn's Goods (second store)
Potent Lyrium Potion Recipe	Denerim Market District	Wonders of Thedas (after Landsmeet)
Quiet Death Recipe	Denerim Market District	Cesar (second store)
Rock Salve Recipe	Orzammar	Alarith's Store (after Landsmeet)
Rock Salve Recipe	Ostagar	Quartermaster (second store)
Shock Bomb Recipe	Denerim Market District	Wonders of Thedas (after Landsmeet)
Shock Coating Recipe	Denerim Market District	Wonders of Thedas (after Landsmeet)
Shock Trap Plans	Random Encounter	Dwarven Merchant
Sleeping Gas Cloud Trap Plans	Orzammar	Alarith's Store (after Landsmeet)
Sleeping Gas Trap Plans	Orzammar	Alimar
Small Grease Trap Plans	Dalish Camp	Varathorn's Goods
Small Grease Trap Plans	Dalish Camp	Varathorn's Goods (second store)
Small Grease Trap Plans	Frostback Mountains	Faryn
Small Grease Trap Plans	Lake Calenhad	Innkeeper
Small Grease Trap Plans	Lothering: Dane's Refuge	Barlin
Small Grease Trap Plans	Ostagar	Quartermaster
Soldier's Bane Recipe	Denerim Market District	Cesar
Soldier's Bane Recipe	Denerim Market District	Cesar (second store)
Soldier's Bane Recipe	Haven	New Shop Keeper
Soulrot Bomb Recipe	Dalish Camp	Varathorn's Goods (second store)

Soulrot Coating Recipe	Dalish Camp	Varathorn's Goods (second store)
Soulrot Trap Plans	Dalish Camp	Varathorn's Goods (second store)
Soulrot Trap Plans	Frostback Mountains	Faryn
Swift Salve Recipe	Denerim Market District	Wonders of Thedas (after Landsmeet)
Swift Salve Recipe	Frostback Mountains	Faryn

Usable Items

Anything you can craft, and many of the crafting components, can be considered usable items. The most common ones are health poultices and lyrium potions (Herbalism), poisons from Poison-Making, and trap kits from Trap-Making. Click on the item and you gain the effect, using up one of the item in the process. If you use an item often, add it to your quickbar/ shortcut for easy access. Something that early adventurers may not be aware of is that crafting reagents also have effects if used directly. For example, Deep Mushroom restores 10 stamina, while Lifestone gives +10 nature resistance for one minute. In general, though, if you plan on crafting, hold off on the small one-time reagent effects to gain the larger effects from crafted items.

Dog Food			
Name	Quality #1	Quality #2	Quality #3
Double-Baked Mabari Crunch	+16.0 Health Regeneration for 10 seconds	+16.0 Stamina Regeneration for 10 seconds	Removes 3 Injuries
Mabari Crunch	+8.0 Health Regeneration for 10 seconds	+8.0 Stamina Regeneration for 10 seconds	Removes 1 Injury
Grenades			
Name	Quality #1	Quality #2	Quality #3
Acid Flask	Deals 80 Nature Damage to creatures in the area of effect	—	—
Fire Bomb	Deals 80 Fire Damage to creatures in the area of effect	—	—
Freeze Bomb	Deals 80 Cold Damage to creatures in the area of effect	—	—
Shock Bomb	Deals 80 Electricity Damage to creatures in the area of effect	—	—
Soulrot Bomb	Deals 80 Spirit Damage to creatures in the area of effect	—	—
Health Potions			
Name	Quality #1	Quality #2	Quality #3
Lesser Health Poultice	Restores 50+ Health	—	—
Health Poultice	Restores 100+ Health	—	—
Greater Health Poultice	Restores 150+ Health	—	—
Potent Health Poultice	Restores 200+ Health	—	—
Shimmering Orb	Restores 50+ Health	—	—
Injury Repair Kits			
Name	Quality #1	Quality #2	Quality #3
Lesser Injury Kit	Restores 10 Health	Removes 1 Injury	—
Injury Kit	Restores 20 Health	Removes 3 Injuries	—
Greater Injury Kit	Restores 40 Health	Removes All Injuries	—
Mana Potions			
Name	Quality #1	Quality #2	Quality #3
Lesser Lyrium Potion	Restores 50+ Mana	—	—
Lyrium Potion	Restores 100+ Mana	—	—
Greater Lyrium Potion	Restores 150+ Mana	—	—
Potent Lyrium Potion	Restores 200+ Mana	—	—
Poisons			
Name	Quality #1	Quality #2	Quality #3
Deathroot Extract	+1 Nature Damage for 60 seconds	Chance to stun target for 60 seconds	—
Venom	+1 Nature Damage for 60 seconds	Chance to slow target for 60 seconds	—
Concentrated Deathroot Extract	+2 Nature Damage for 60 seconds	Chance to stun target for 60 seconds	—

Concentrated Venom	+2 Nature Damage for 60 seconds	Chance to slow target for 60 seconds	—
Adder's Kiss	+3 Nature Damage for 60 seconds	Chance to slow target for 60 seconds	—
Crow Poison	+3 Nature Damage for 60 seconds	Chance to stun target for 60 seconds	—
Poisons (continued)			
Name	Quality #1	Quality #2	Quality #3
Fleshrot	+3 Nature Damage for 60 seconds	Chance to stun target for 60 seconds	—
Demonic Poison	+5 Spirit Damage for 60 seconds	—	—
Magebane	+5 Mana Damage for 60 seconds	—	—
Soldier's Bane	+5 Stamina Damage for 60 seconds	—	—
Concentrated Crow Poison	+6 Nature Damage for 60 seconds	Chance to stun target for 60 seconds	—
Concentrated Demonic Poison	+10 Spirit Damage for 60 seconds	—	—
Concentrated Magebane	+10 Mana Damage for 60 seconds	—	—
Concentrated Soldier's Bane	+10 Stamina Damage for 60 seconds	—	—
Quiet Death	+10 Nature Damage for 60 seconds	Chance to stun target for 60 seconds	Chance to instantly kill weak, injured creatures
Reagents			
Name	Quality #1	Quality #2	Quality #3
Deep Mushroom	Restores 10 Stamina	—	—
Elfroot	Restores 10 Health	—	—
Fire Crystal	+10 Fire Resistance for 60 seconds	—	—
Frostrock	+10 Cold Resistance for 60 seconds	—	—
Frozen Lightning	+10 Electricity Resistance for 60 seconds	—	—
Lifestone	+10 Nature Resistance for 60 seconds	—	—
Lyrium Dust	Restores 10 Mana	—	—
Spirit Shard	+10 Spirit Resistance for 60 seconds	—	—
Resistance Potions			
Name	Quality #1	Quality #2	Quality #3
Lesser Elixir of Grounding	+30 Electricity Resistance for 180 seconds	—	—

Lesser Ice Salve	+30 Cold Resistance for 180 seconds	—	—
Lesser Nature Salve	+30 Nature Resistance for 180 seconds	—	—
Lesser Spirit Balm	+30 Spirit Resistance for 180 seconds	—	—
Lesser Warmth Balm	+30 Fire Resistance for 180 seconds	—	—
Greater Elixir of Grounding	+60 Electricity Resistance for 180 seconds	—	—
Greater Ice Salve	+60 Cold Resistance for 180 seconds	—	—
Greater Nature Salve	+60 Nature Resistance for 180 seconds	—	—
Greater Spirit Balm	+60 Spirit Resistance for 180 seconds	—	—
Greater Warmth Balm	+60 Fire Resistance for 180 seconds	—	—
Trap Kits			
Name	Quality #1	Quality #2	Quality #3
Acidic Grease Trap	Movement speed reduced	Chance to slip	Constant Nature Damage
Acidic Trap	100 Nature Damage	—	
Choking Powder Cloud Trap	Cloud remains for 20 seconds	Dazed	Movement speed reduced
Choking Powder Trap	Dazed	Movement speed reduced	—
Fire Trap	100 Fire Damage	—	—
Freeze Trap	100 Cold Damage	—	—
Interesting Lure	Middle rank creatures are drawn to the lure	Lure disappears after being touched	—
Large Caltrop Trap	Movement speed reduced	Enemies take constant Physical Damage	—
Large Claw Trap	Immobilized	150 Physical Damage	—
Large Grease Trap	Movement speed reduced	Chance to slip	—
Large Shrapnel Trap	80 Physical Damage	—	—
Mild Choking Powder Trap	Dazed	Movement speed reduced	—
Mild Lure	Lower rank creatures are drawn to the lure	Lure disappears after being touched	—
Mild Sleeping Gas Trap	Put to sleep	—	—
Overpowering Lure	Most creatures are drawn to the lure	Lure disappears 30 seconds after being touched	—

Poisoned Caltrop Trap	Movement speed reduced	Enemies take constant Physical and Nature Damage	—
Shock Trap	100 Electricity Damage	—	—
Sleeping Gas Cloud Trap	Cloud remains for 20 seconds	Put to sleep	—
Sleeping Gas Trap	Put to sleep	—	—
Small Caltrop Trap	Movement speed reduced	Enemies take constant Physical Damage	—
Small Claw Trap	Immobilized	100 Physical Damage	—
Small Grease Trap	Movement speed reduced	Chance to slip	—
Small Shrapnel Trap	60 Physical Damage	—	—
Soulrot Trap	100 Spirit Damage	—	—
Spring Trap	Chance to slip	—	—
Weapon Coatings			
Name	Quality #1	Quality #2	Quality #3
Acidic Coating	+2 Nature Damage for 60 seconds	—	—
Flame Coating	+2 Fire Damage for 60 seconds	—	—
Freezing Coating	+2 Cold Damage for 60 seconds	—	—
Shock Coating	+3 Electricity Damage for 60 seconds	—	—
Soulrot Coating	+2 Spirit Damage for 60 seconds	—	—
Misc			
Name	Quality #1	Quality #2	Quality #3
Dwarven Regicide Antidote	Dispels magical effects	—	—
Formari Tome	Character gains +1 Skill point	—	—
Greater Tome of the Mortal Vessel	Character gains +2 Attribute points	—	—
Incense of Awareness	+10 Defense for 120 seconds	-10 Mental Resistance for 120 seconds	—
Kolgrim's Horn	Summons High Dragon	—	—
Litany of Andralla	Stops Mind-Controlling Blood Magic	—	—
Rock Salve	+5 Armor for 120 seconds	+10 Physical Resistance for 120 seconds	Movement speed slowed for 120 seconds
Swift Salve	Movement speed increase for 60 seconds	Attack speed increase for 60 seconds	Aim speed increase for 60 seconds
Tome of Arcane Technique	Character gains +1 Talent point	Required: Mage	—
Tome of Ethereal Suggestion	Character gains +1 Talent point	—	—

Tome of Physical Technique	Character gains +1 Talent point	Required: Warrior or Rogue	—
Tome of Skill and Sundry	Character gains +1 Skill point	—	—
Tome of the Mortal Vessel	Character gains +1 Attribute point	—	—

Gifts

Note: See the "Gifts" sections of the Companions chapter for the complete rundown on gifts, approval ratings, distribution recommendations, and more.

Everyone loves to receive gifts, even rugged, never-smiling companions such as Sten. Presenting a gift to a companion raises their approval rating, and you always want your approval rating with a companion as high as possible. Approval rating affects how the companion responds to you, including sharing specializations, inviting you on personal quests, starting up romantic intentions, following your lead, or even leaving the group permanently.

As you journey around the land, you will find or buy gifts. Consult the gift charts beginning on this page for the companion who would best benefit from the new gift you have. If you deliver the gift to the correct companion, you will gain a big approval boost for that companion; if you give the special gift to another companion, expect only a minor approval boost (after a while it will only be +1). If you don't care too much about a companion—for example, you only use Alistair instead of Oghren—feel free to give that companion's gifts away to whoever you want to improve relationships with more. There are also many gifts, such as ale in a tavern, that provide a small approval boost but can be given to any companion. You'll need all the gifts you can get to raise a companion's level up to 100 if you ever want to max out a companion's affection for you. Romance ensues.

Alistair			
Name	Plot Gift or Normal	Found In	Location
Alistair's Mother's Amulet	Plot	Desk	Castle Redcliffe: Main Floor
Black Runestone	Normal	Chest	Aeducan Thaig
Duncan's Shield	Plot	Armor Stand	Market Warehouse
Onyx Demon Statuette	Normal	Pile of Bones	East Brecilian Forest
Small Carved Statuette	Normal	Crate	Lothering
Stone Dragon Statuette	Normal	Chest	Castle Redcliffe: Upper Floor
Stone Warrior Statuette	Normal	Pile of Dragon Filth	Caverns (Haven)
White Runestone	Normal	Abomination	Third Floor of Circle Tower
Dog			
Name	Plot Gift or Normal	Found In	Location
Beef Bone	Normal	Sacks / Chest	Ostagar / Templar's Quarters in Circle Tower
Lamb Bone	Normal	Chest	Castle Redcliffe: Main Floor
Large Bone	Normal	Corpse	Village Store (Haven)
Ox Bone	Normal	Rubble	West Brecilian Forest
Veal Bone	Normal	Chest	Run-down Apartments (Denerim Alienage)
Leliana			
Name	Plot Gift or Normal	Found In	Location
Andraste's Grace	Plot	Flower	Redcliffe Village (near mill), West Brecilian Forest, or Elven Alienage (near giant tree)
Bronze Symbol of Andraste	Normal	Chest	Lothering Chantry
Chantry Amulet	Normal	Templar Corpse	Senior Mage Quarters in Circle Tower
Etched Silver Symbol	Normal	Ruck	Ortan Thaig
Golden Symbol of Andraste	Normal	Legnar's Store	Orzammar Commons
Nug	Plot	Nug Wrangler	Orzammar Commons
Silver Sword of Mercy	Normal	Dwarven Vendor	Random Encounter
Steel Symbol of Andraste	Normal	Chest	Brother Genitivi's Home in Denerim Market
Loghain			
Name	Plot Gift or Normal	Found In	Location
Ancient Map of the Imperium	Normal	Wonders of Thedas Store	Denerim Market District
Botanist's Map of Thedas	Normal	Chest on Main Floor (after the Landsmeet)	Castle Redcliffe

Current Map of Ferelden	Normal	Alarith's Store	Elven Alienage in Denerim
Map of the Anderfels	Normal	Gorim	Denerim Market District
Map of Occupied Ferelden	Normal	Chest in the Upper Floor Guest Room	Redcliffe Castle
Morrigan			
Name	Plot Gift or Normal	Found In	Location
Black Grimoire	Plot	Irving's Quarters	Circle Tower
Flemeth's Grimoire	Plot	Chest	Flemeth's Hut
Gold Amulet	Normal	Garin	Orzammar Commons
Golden Demon Pendant	Normal	Corpse	Urn of Sacred Ashes Room
Golden Mirror	Plot	Garin	Orzammar Commons
Golden Rope Necklace	Normal	Barlin	Dane's Refuge in Lothering
Locket	Normal	Locked Chest	Village Store in Haven
Silver Brooch	Normal	Varathorn	Dalish Camp
Silver Chain	Normal	Vanity	Senior Mage Quarters in Circle Tower
Silver Medallion	Normal	Dragon Hoard	Upper Level of Elven Ruins
Tribal Necklace	Normal	Barrel	Top Floor of Tower of Ishal
Oghren			
Name	Plot Gift or Normal	Found In	Location
Alley King's Flagon	Normal	Legnar's Store	Orzammar Commons
Chasind Sack Mead	Normal	Dusty Scrolls	Ruined Temple
Garblog's Backcountry Reserve	Normal	Dog	Random chance he'll fetch it
Golden Scythe 4-90 Black	Normal	Crate	Lothering
Legacy White Shear	Normal	Sarcophagus	Lower Ruins
Sun Blonde Vint-1	Normal	Vanity	Templar Quarters
Sten			
Name	Plot Gift or Normal	Found In	Location
Painting of a Rebel Queen	Normal	Dwarven Merchant	Random Encounter
Portrait of a Goosegirl	Normal	Faryn	Frostback Mountains
Silver Framed Still-Life	Normal	Chest	Upper Level of Castle Redcliffe
Sten's Sword	Plot	Scavenger near Lake Calenhad Docks, then Faryn in Frostback Mountains	Dwyn in Redcliffe Village (kill him, pay him, or convince him to give it to you)
Totem	Normal	Chest	Caridin's Cross
Water-stained Portrait	Normal	Charred Corpse	Senior Mage Quarters in Circle Tower
Wynne			

Name	Plot Gift or Normal	Found In	Location
Discovering Dragon's Blood: Potions, Tinctures, and Spicy Sauces*	Normal	Bookshelf	Ruined Temple
Fancy Scroll	Normal	Sarcophagus	Lower Ruins
Tattered Notebook	Normal	Dog	Random chance he'll fetch it
The Guerrins of Ferelden: A Genealogical History*	Normal	Bookshelf	Upper Level of Castle Redcliffe
The Rose of Orlais	Normal	Pile of Books	Senior Mage Quarters of Circle Tower
The Search for the True Prophet	Normal	Locked Chest	Shaperate in Orzammar
Zevran			
Name	Plot Gift or Normal	Found In	Location
Antivan Leather Boots	Plot	Iron Chest	Village Store (Haven)
Dalish Gloves	Plot	Chest	West Brecilian Forest
Medium Gold Bar	Normal	Treasure Pile	Arl of Denerim's Estate—Interior
Medium Silver Bar	Normal	Chest	Anvil of the Void
Small Gold Bar	Normal	Charmed Templar	Templar's Quarters in Circle Tower
Small Silver Bar	Normal	Inscribed Chest	Haven Chantry

Downloadable Content Items

Two new quest lines, "Warden's Keep" and "The Stone Prisoner," add more items to the world of Ferelden if you download the special content. Scan through the lists below for new weapons, armor, accessories, gifts, and more. Note that additional runes, recipes, plans, and a Spirit Healer manual are available from Levi at the Warden's Keep in Soldier's Peak.

Warden's Keep Merchant Vendor Lists (DLC only)

Location	Merchant	Item Name	Item Quantity
Soldier's Peak	Levi's Shop	Acid Flask	1
Soldier's Peak	Levi's Shop	Charm of Still Waters	1
Soldier's Peak	Levi's Shop	Concentrator Agent	1
Soldier's Peak	Levi's Shop	Corrupter Agent	6
Soldier's Peak	Levi's Shop	Demonic Ichor	2
Soldier's Peak	Levi's Shop	Distillation Agent	4
Soldier's Peak	Levi's Shop	Expert Frost Rune	1
Soldier's Peak	Levi's Shop	Fire Crystal	1
Soldier's Peak	Levi's Shop	Flask	5
Soldier's Peak	Levi's Shop	Freeze Bomb	3
Soldier's Peak	Levi's Shop	Freeze Bomb Recipe	1
Soldier's Peak	Levi's Shop	Freeze Trap	5
Soldier's Peak	Levi's Shop	Freeze Trap Plans	1
Soldier's Peak	Levi's Shop	Freezing Coating	3
Soldier's Peak	Levi's Shop	Freezing Coating Recipe	1
Soldier's Peak	Levi's Shop	Frostrock	7
Soldier's Peak	Levi's Shop	Frozen Lightning	6

Soldier's Peak	Levi's Shop	Glamour Charm	1
Soldier's Peak	Levi's Shop	Grandmaster Cold Iron Rune	1
Soldier's Peak	Levi's Shop	Grandmaster Frost Rune	1
Soldier's Peak	Levi's Shop	Greater Ice Salve Recipe	1
Soldier's Peak	Levi's Shop	Greater Warmth Balm Recipe	1
Soldier's Peak	Levi's Shop	Health Poultice	3
Soldier's Peak	Levi's Shop	Iced Band	1
Soldier's Peak	Levi's Shop	Injury Kit	1
Soldier's Peak	Levi's Shop	Journeyman Cold Iron Rune	1
Soldier's Peak	Levi's Shop	Journeyman Frost Rune	1
Soldier's Peak	Levi's Shop	Journeyman Slow Rune	1
Soldier's Peak	Levi's Shop	Lesser Health Poultice	4
Soldier's Peak	Levi's Shop	Lesser Injury Kit	10
Soldier's Peak	Levi's Shop	Manual: Spirit Healer	1
Soldier's Peak	Levi's Shop	Metal Shard	5
Soldier's Peak	Levi's Shop	Novice Frost Rune	1
Soldier's Peak	Levi's Shop	Potent Health Poultice	2
Soldier's Peak	Levi's Shop	Shaper's Amulet	1
Soldier's Peak	Levi's Shop	Soulrot Bomb	2
Soldier's Peak	Levi's Shop	Soulrot Bomb Recipe	1
Soldier's Peak	Levi's Shop	Soulrot Coating	2
Soldier's Peak	Levi's Shop	Soulrot Coating Recipe	1
Soldier's Peak	Levi's Shop	Soulrot Trap Plans	1
Soldier's Peak	Levi's Shop	Spirit Shard	8
Soldier's Peak	Levi's Shop	Toxin Extract	1
Soldier's Peak	Mikhael's Smithy	Axe	1
Soldier's Peak	Mikhael's Smithy	Battleaxe	1
Soldier's Peak	Mikhael's Smithy	Crossbow	1
Soldier's Peak	Mikhael's Smithy	Dagger	1
Soldier's Peak	Mikhael's Smithy	Greatsword	1
Soldier's Peak	Mikhael's Smithy	Grey Warden Helmet	4
Soldier's Peak	Mikhael's Smithy	Grey Warden Shield	4
Soldier's Peak	Mikhael's Smithy	Heavy Chainmail	4
Soldier's Peak	Mikhael's Smithy	Heavy Chainmail Boots	4
Soldier's Peak	Mikhael's Smithy	Heavy Chainmail Gloves	4
Soldier's Peak	Mikhael's Smithy	Heavy Metal Shield	2
Soldier's Peak	Mikhael's Smithy	Heavy Plate Armor	4
Soldier's Peak	Mikhael's Smithy	Heavy Plate Boots	4
Soldier's Peak	Mikhael's Smithy	Heavy Plate Gloves	4
Soldier's Peak	Mikhael's Smithy	Helmet	4
Soldier's Peak	Mikhael's Smithy	Ice Arrow	50
Soldier's Peak	Mikhael's Smithy	Ice Bolt	50
Soldier's Peak	Mikhael's Smithy	Longbow	1
Soldier's Peak	Mikhael's Smithy	Longsword	1
Soldier's Peak	Mikhael's Smithy	Mace	1
Soldier's Peak	Mikhael's Smithy	Maul	1
Soldier's Peak	Mikhael's Smithy	Metal Kite Shield	4
Soldier's Peak	Mikhael's Smithy	Shortbow	1
Soldier's Peak	Mikhael's Smithy	Soldier's Heavy Helm	4
Soldier's Peak	Mikhael's Smithy	Splintmail	4
Soldier's Peak	Mikhael's Smithy	Splintmail Boots	4
Soldier's Peak	Mikhael's Smithy	Splintmail Gloves	4
Soldier's Peak	Mikhael's Smithy	Studded Helmet	4
Soldier's Peak	Mikhael's Smithy	Studded Leather Armor	4
Soldier's Peak	Mikhael's Smithy	Studded Leather Boots	4
Soldier's Peak	Mikhael's Smithy	Studded Leather Gloves	4
Soldier's Peak	Mikhael's Smithy	Warden Recruit Shield	4

Stone Prisoner Items (DLC only)

Items from a massive constitution amulet to a helm that buffs all your attributes, even a unique cheese knife, can be found in the golem-themed "Stone Prisoner" downloadable content. Check out all the items here.

Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5
Blood Gorged Amulet	Inscribed Leather	Constitution +12	Strength -3	Willpower -3	—	—
Cadash Stompers (boots)	Inscribed Leather	Dexterity +2	Armor +2	Critical Hit Chance +2	—	—
Cord of Shattered Dreams	Hardened Leather	Willpower +3	Mental Resistance +10	Required: Mage	—	—
Dead Thaig Shanker (dagger)	Silverite	Cunning +5	Armor Penetration +1	Attack Power +6	—	—
Harvest Festival Ring	Silverite	Strength +2	Dexterity +2	Attack Power +4	Required: Warrior or Rogue	—
Helm of Honnleath	Red Steel	All Attributes +2	Armor +3	—	—	—
Oalf's Prized Cheese Knife	Red Steel	Armor Penetration +2	—	—	—	—
Wilhelm's Magus Staff	Red Steel	Willpower +3	Fire Resistance +25	Fire Damage +10%	Lightning Damage +10%	Required: Mage

Warden's Keep Items (DLC only)

Some major items, including the threat-reducing Shadow Belt and new tier 8 star metal weapons, come from the "Warden's Keep" downloadable content. See the Random Encounters chapter for details on the star metal quest, while stats for all the rest of the "Warden's Keep" items can be found here.

Name	Material	Quality #1	Quality #2	Quality #3	Quality #4
Antique Warden Crossbow	Ironbark	Damage +1	Faster Aim by 0.5 seconds	—	—
Asturian's Might	Silverite	Damage +2	Armor Penetration +2	Weakens Nearby Darkspawn	—
Robes of Avernus	Cloth	Willpower +3	Armor +3	Blood Magic +1	—
Shadow Belt	Iron	Melee Crit Chance +3	Reduces Hostility	—	—
Starfang (greatsword)	Star Metal	Strength +3	Armor Penetration +5	Attack +8	—
Starfang (longsword)	Star Metal	Dexterity +3	Damage +3	Armor Penetration +5	—
Warden Commander Armor*	Silverite	Armor +1	Combat Stamina Regen +0.50	Crit Damage +15%	Physical Resistance +10
Warden Commander Boots*	Steel	Stamina +50	—	—	—

Warden Commander Gloves*	Steel	Fire Resistance +10	—	—	—
Winter's Breath	Dragonbone	Cold Resistance +25	Cold Damage +15%	Required: Mage	—

Shale's Gifts (DLC only)

Remarkable gemstones attract Shale's eye, so if you want to bump up Shale's approval rating, you'll want to collect as many of these gifts for the downloadable golem companion.

Gift	Plot Gift or Normal	Found In	Location
Remarkable Amethyst	Normal	Alimar's Emporium	Orzammar's Dust Town
Remarkable Diamond*	Normal	Garin's Gem Store	Orzammar Commons
Remarkable Emerald	Normal	Figor's Store	Orzammar Commons
Remarkable Garnet	Normal	Wonders of Thedas Store	Denerim Market District
Remarkable Greenstone	Normal	Cellars	Village of Honnleath
Remarkable Malachite	Normal	Shaperate Store	Circle Tower
Remarkable Ruby	Normal	Alarith's Store	Denerim's Elven Alienage
Remarkable Sapphire	Normal	Legnar's Store	Orzammar Commons
Remarkable Topaz	Normal	Faryn's Store	Frostback Mountains

Shale's Crystals (DLC only)

Unlike other companions, Shale uses crystals as weapons and armor. When wearing a matching set of a particular element, Shale gets an additional bonus to damage and resistance for that element.

Size	Quality	Type	Bonus 1	Bonus Value	Bonus 2	Bonus Value	Bonus 3	Bonus Value	Bonus 4	Bonus Value
Large	Chipped	Fire	Fire Resistance	10%	—	—	—	—	—	—
Large	Flawed	Fire	Fire Resistance	20%	—	—	—	—	—	—
Large	Clear	Fire	Fire Resistance	30%	Defense	3	Strength	1	Combat Stamina Regen	4
Large	Flawless	Fire	Fire Resistance	40%	Defense	6	Strength	2	Combat Stamina Regen	8
Large	Brilliant	Fire	Fire Resistance	50%	Defense	9	Strength	4	Combat Stamina Regen	12
Large	Chipped	Ice	Cold Resistance	10%	—	—	—	—	—	—
Large	Flawed	Ice	Cold Resistance	20%	—	—	—	—	—	—
Large	Clear	Ice	Cold Resistance	30%	Defense	6	Combat Health Regen	1	Increase Healing Spells	5%

Large	Flawless	Ice	Cold Resistance	40%	Defense	9	Combat Health Regen	3	Increase Healing Spells	10%
Large	Brilliant	Ice	Cold Resistance	50%	Defense	15	Combat Health Regen	5	Increase Healing Spells	15%
Large	Chipped	Lightning	Electricity Resistance	10%	—	—	—	—	—	—
Large	Flawed	Lightning	Electricity Resistance	20%	—	—	—	—	—	—
Large	Clear	Lightning	Electricity Resistance	30%	Dexterity	2	Chance to Dodge Attacks	5%	Defense Against Missiles	4
Large	Flawless	Lightning	Electricity Resistance	40%	Dexterity	3	Chance to Dodge Attacks	10%	Defense Against Missiles	8
Large	Brilliant	Lightning	Electricity Resistance	50%	Dexterity	4	Chance to Dodge Attacks	15%	Defense Against Missiles	12
Large	Chipped	Natural	Nature Resistance	10%	—	—	—	—	—	—
Large	Flawed	Natural	Nature Resistance	20%	—	—	—	—	—	—
Large	Clear	Natural	Nature Resistance	30%	Armor	2	Physical Resistance	10%	—	—
Large	Flawless	Natural	Nature Resistance	40%	Armor	3	Physical Resistance	15%	Constitution	1
Large	Brilliant	Natural	Nature Resistance	50%	Armor	4	Physical Resistance	25%	Constitution	2
Large	Chipped	Spirit	Spirit Resistance	10%	—	—	—	—	—	—
Large	Flawed	Spirit	Spirit Resistance	20%	—	—	—	—	—	—
Large	Clear	Spirit	Spirit Resistance	30%	Chance to Ignore Hostile Magic	8%	Mental Resistance	5%	—	—
Large	Flawless	Spirit	Spirit Resistance	40%	Chance to Ignore Hostile Magic	12%	Mental Resistance	15%	All Attributes	1
Large	Brilliant	Spirit	Spirit Resistance	50%	Chance to Ignore Hostile Magic	16%	Mental Resistance	25%	All Attributes	1
Small	Chipped	Fire	Fire Damage	5%	—	—	—	—	—	—
Small	Flawed	Fire	Fire Damage	10%	—	—	—	—	—	—

Small	Clear	Fire	Fire Damage	15%	Melee Crit Chance	2	Damage	3	—	—
Small	Flawless	Fire	Fire Damage	22.50%	Melee Crit Chance	3	Damage	4	—	—
Small	Brilliant	Fire	Fire Damage	30%	Melee Crit Chance	5	Damage	5	—	—
Small	Chipped	Ice	Ice Damage	5%	—	—	—	—	—	—
Small	Flawed	Ice	Ice Damage	10%	—	—	—	—	—	—
Small	Clear	Ice	Ice Damage	15%	Armor Penetration	2	Critical Damage	5%	—	—
Small	Flawless	Ice	Ice Damage	22.50%	Armor Penetration	4	Critical Damage	10%	—	—
Small	Brilliant	Ice	Ice Damage	30%	Armor Penetration	6	Critical Damage	15%	—	—
Small	Chipped	Lightning	Lightning Damage	5%	—	—	—	—	—	—
Small	Flawed	Lightning	Lightning Damage	10%	—	—	—	—	—	—
Small	Clear	Lightning	Lightning Damage	15%	Dexterity	2	Attack Power	4	—	—
Small	Flawless	Lightning	Lightning Damage	22.50%	Dexterity	4	Attack Power	6	—	—
Small	Brilliant	Lightning	Lightning Damage	30%	Dexterity	6	Attack Power	10	—	—
Small	Chipped	Natural	Nature Damage	5%	—	—	—	—	—	—
Small	Flawed	Natural	Nature Damage	10%	—	—	—	—	—	—
Small	Clear	Natural	Nature Resistance	15%	Constitution	2	Combat Health Regen	8	—	—
Small	Flawless	Natural	Nature Resistance	22.50%	Constitution	4	Combat Health Regen	16	—	—
Small	Brilliant	Natural	Nature Resistance	30%	Constitution	6	Combat Health Regen	24	—	—
Small	Chipped	Spirit	Spirit Damage	5%	—	—	—	—	—	—
Small	Flawed	Spirit	Spirit Damage	10%	—	—	—	—	—	—
Small	Clear	Spirit	Spirit Damage	15%	All Attributes	1	Armor Penetration	2	—	—
Small	Flawless	Spirit	Spirit Damage	22.50%	All Attributes	2	Armor Penetration	3	—	—
Small	Brilliant	Spirit	Spirit Damage	30%	All Attributes	3	Armor Penetration	4	—	—

The Bestiary

Monsters most foul and fiendish inhabit the dark corners of Ferelden and swell the ranks of the Blight. In *Dragon Age: Origins*, statistics for monsters are dynamic; they scale to the player's level. This makes for a challenging experience, because you won't run into an area way too easy or way too difficult; you can enjoy the game play right along with the story.

Monster levels scale to a party the first time they enter an area. Visit a particularly difficult area early, leave and come back a few levels later and your party will have a much easier time conquering the place.

The following Bestiary showcases the game's monsters, including its rank, class, primary stats, description, and play tips on how to avoid the monsters' attacks and how to defeat the diabolical denizens. Each creature falls in one of seven ranks. Normal is on par with the PC. Weak Normal, Critter, and One-Hit descend in power from a creature barely a challenge to the PC to a creature you can eliminate in a single stroke. On the other side, Lieutenant is a creature slightly above the PC's level, Boss is a creature meant to take on an entire party, and Elite Boss is the toughest of the tough and taking it down will require an expert party and all their skills.

Note: There are many monster variants among the creatures of Ferelden. For example, you could have a skeleton warrior or an Arland skeleton, but both are still skeletons. The basic monster type remains the same and the different monster looks do not affect your play strategy against them.

Rank Type	Monster Ranks								
Label	Health Scaling	Bonus Stat Points	Level Scaling	Damage Capability	Resistance to Various Attacks	Resistance Maximum	Loot Drops	Chance to Steal From	Stealth Detection
One-Hit Kill	Very Low	N/A	2 behind player	Very Low	Average	0	Very Low	Very High	Average
Critter	Low	N/A	3 behind player	Very Low	Average	0	Very Low	Very High	Average
Weak Normal	Fair	N/A	2 behind player	Low	Fair	25%	Low	Very High	Average
Normal	Moderate	N/A	1 behind player	Moderate	Average	50%	Fair	Moderate	Average
Player	Average	N/A	Average	Average	Average	75%	N/A	Very High	Moderate
Lieutenant	Above Average	Fair	Average	Average	Above Average	75%	Above Average	Fair	Above Average
Boss	High	Above Average	1 ahead of player	Average	High	100%	High	Low	High
Elite Boss	Very High	Very High	2 ahead of player	Very High	Very High	100%	Very High	Very Low	Very High

The higher the rating, the higher the health.

The higher the rating, the more stat points each target gets.

Level target is compared to the PC.

The higher the rating, the more damage the target does.

The higher the rating, the greater the resistance to an array of things.

The maximum amount of damage this rank could possibly resist from a certain type of attack (in percentage).

The higher the ratings here, the better chance of loot drops.

The higher the rating, the harder it is to steal from the target.

The higher the rating, the easier it is for the enemy to detect a stealthed character.

The creature's class fits in a general category and defines its key combat component, such as warrior, rogue, high damage, spellcaster, tank, agile, etc. The class, in turn, defines the general range of the creature's attributes, going from Very low up to superior rankings. By glancing at the creature's attributes you can see where their strengths and weaknesses lie. A creature with a high strength score, for example, will deal significant melee damage and take less in return. A creature with a high magic score will lean toward spells in combat. A creature with low willpower won't have much stamina or mana and will not be able to continuously hit you with abilities.

After each monster description, look for play tips on how to overcome the creature's abilities and how to defeat the beast. After you encounter a monster several times you'll probably know what to expect, but it's useful to study up on creatures for your first few encounters. When you want to know more about the creatures that inhabit Ferelden, check out your codex. Each time you encounter a monster for the first time, you gain a codex entry, and you can learn about the psychic abilities of revenants or how hurlock emissaries are the only darkspawn capable of human speech.

Abomination



Rank: Normal

Class: Spellcaster

Prime Location: Circle Tower

Special Abilities: Rage, Triple Strike

Description: An abomination is a mage possessed by a rage, hunger, sloth, or desire demon.

Play Tips: In the "Broken Circle" quest, the Litany of Andralla artifact destroys the demonic link between host and victim and prevents the creation of new abominations.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Meager	Moderate	Very High	Superior	High	Moderate

Arcane Horror



Rank: Boss

Class: Spellcaster

Prime Location: The Fade

Special Abilities: Ranged spells

Description: An arcane horror is a skeleton possessed by a pride demon.

Play Tips: Interrupt an arcane horror's casting as much as possible. Up close, abilities such as Dirty Fighting and Mind Blast work great. At range, Paralyze, Pinning Shot, or Scattershot can break the thing's concentration.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Meager	Moderate	Superior	Superior	High	Meager

Archdemon



Rank: Elite Boss

Class: Tank

Prime Location: Denerim

Special Abilities: Enough to kill you quick (see "The Final Onslaught" walkthrough section)

Description: This is a corrupted version of the standard dragon, bred by the darkspawn. This tainted dragon is the big elite boss at the end of the game. His name is Urthemiel and was once known as the "Dragon of Beauty."

Play Tips: Arm yourself with the best gear possible. Select your most veteran party. Cross your fingers. (See "The Final Onslaught" walkthrough section for complete details on how to beat the archdemon.)

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Above Avg.	Above Avg.	Very High

Ash Wraith



Rank: Lieutenant

Class: Spirit

Prime Location: Circle Tower

Special Abilities: Life Drain

Description: A wraith is a powerful version of a shade, a spirit that has entered the physical world but does not possess a physical body. In the case of the ash wraith, the spirit has formed a quasi-material body for itself out of ashes (usually the ashes of burnt corpses, but not necessarily). This allows it to interact with and affect the physical world, but the wraith is not dependent on the ashes to survive. If wounded, it can disperse at will and reform later. Such wraiths occasionally use other materials to form their physical bodies such as bones, mold, and even blood.

Play Tips: Watch out for rear or flank attacks, as these creatures can materialize behind or on your side. High spirit resistance will reduce the damage taken from the wraith's main attacks.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	Very High

Bear



Rank: Critter

Class: Tank

Prime Location: Any outdoor location

Special Abilities: Overwhelm

Description: Bears live in forests, often near settlements. They are known for breaking into cabins and stealing food. They have a special fondness for honey. There is also a trained bear with a trainer at the Pearl brothel in Denerim.

Play Tips: Any bear form is vulnerable to magic, so mages deliver serious damage. The mage's shapeshifter specialization transforms the caster into a bear, so you can experience its abilities firsthand.

Bereskarn

The bereskarn variant, including the boss in the Dalish Elf origin, is a lieutenant with twice as much health as the average PC.

Black Bear

Most bears you meet will be of the more common black bear variety.

Giant Bear

The great bear variant is a more formidable adversary, with lots more health, deadlier claws, and an Overwhelm ability.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Bronto



Rank: Lieutenant

Class: Tank

Prime Location: Wyrmling Lair

Special Abilities: Charge

Description: A bronto is a huge rhino-like beast based on the real world brontothere (an animal that lived more than 10,000 years ago).

Play Tips: You don't want to be in its way when this creature charges. Attack from its flank or rear and with magic whenever possible.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Broodmother



Rank: Boss

Class: Tank

Prime Location: Dead Trenches

Special Abilities: Burrowing Tentacles

Description: Tainted females of the surface species are affected differently from males, undergoing great pain and gross mutations, which cause most of them to perish. Those who survive, however, become the egg-laying broodmothers. These broodmothers spawn many infertile offspring at a time, over and over throughout their lifetime. One broodmother, in fact, can create thousands of darkspawn...and it is from these broodmothers that all darkspawn originate. Like bees, the broodmothers are the "queens" and nominal rulers of the darkspawn races during the periods when a Blight is not in progress. There is no evidence to suggest much in the way of actual organization, however. Elven broodmothers birth shrieks, qunari broodmothers birth ogres, dwarven broodmothers birth genlocks, and human broodmothers birth hurlocks.

Play Tips: Go for the tentacles first. Chop away one at a time, and when the tentacles dip beneath the ground, aim as much damage as you can directly on the broodmother.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Corpse



Rank: Normal

Class: Tank

Prime Location: Redcliffe

Special Abilities: Rise from the dead

Description: Weaker demons crossing over from the Fade may be able to possess a living target. Unable to distinguish that which was once living from that which still is, they sometimes end up in a corpse instead.

Play Tips: Beware of dead bodies strewn upon the ground. Frequently, what appears as the grisly remnants of a massacre is actually an ambush by the various corpse forms.

Devouring Corpse

Devouring corpses are corpses possessed by a hunger demon. These attempt to feed on living victims as quickly as possible.

Enraged Corpse

Enraged corpses are corpses possessed by a rage demon. These go berserk and simply wade into opponents mindlessly.

Shambling Corpse

Shambling corpses are corpses possessed by a sloth demon. These cause enemies to become weak and fatigued.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Deepstalker



Rank: Critter

Class: Agile

Prime Location: Deep Roads

Special Abilities: Camouflage

Description: This bizarre creature evolved in the deep caverns beneath the dwarven cities. When rolled up, the creature resembles a large rock; stalkers often look like boulders strewn through the dwarven tunnels. Once prey approaches, they unroll and leap at their victims.

Play Tips: Deepstalkers hunt in packs. If you see one, others are nearby ready to pounce. Try to spot the large group and raze them with AoE damage.

Deepstalker Leader

The leader ranks as normal with slightly higher attack and defense values.

Deepstalker Spitter

The spitter has a ranged poison attack. Where other deepstalkers charge into melee, this one will hang back and spit, then engage.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution

Very High	Very High	Above Avg.	Very Low	Meager	High

Desire Demon



Rank: Lieutenant

Class: Balanced Mental

Prime Location: Circle Tower

Special Abilities: Enthrallment

Description: Of all the threats from beyond the Veil, few are more insidious and deceptively deadly than the desire demon. In popular folklore, such demons are characterized most commonly as peddlers of lust, luring their prey into a sexual encounter where they are slain at the culmination. While a desire demon can indeed deal in pleasure, in truth they deal with any manner of desire that humans can possess: wealth, power, and beauty to name a few. Far more intelligent than the bestial hunger and rage demons, and more ambitious than the demons of sloth, these dark spirits are among the greatest at tempting mages into possession. Many who serve the whims of a desire demon never realize it. They are manipulated by illusions and deceit if not outright mind control, though these demons are reluctant to resort to such crude measures. Instead, they seem to take great pleasure in corruption. The greater the deceit, the greater their victory.

Play Tips: Once a desire demon has someone in her thrall, you must treat them as an enemy and destroy them along with the desire demon.

Attributes

Strength	**Dexterity**	**Willpower**	**Magic**	**Cunning**	**Constitution**

Meager	Moderate	Very High	Very High	Very High	Meager

Dragon



Rank: Elite Boss

Class: Balanced Physical

Prime Location: Mountaintop outside the Gauntlet

Special Abilities: Fire Breathing

Description: At about 100 years of age, female dragonlings undergo a metamorphosis, darkening in color and growing wings. After their wings grow, these dragon females become very adventurous, traveling long distances from their original hatching grounds and feeding widely on wild beasts and livestock as they range out to find their own burrows. Human encounters happen most often with these nomadic adult females. Adult dragons are the most aggressive and commonly seen; however, while deadly, they are not regarded with the awe usually reserved for high dragons.

Play Tips: Everyone stand back except the tank. Send your tank in to pull as much threat as possible. When the dragon gets angry enough to unload its fire breath on the tank, have a mage cast Force Field to shield the tank for the duration of the attack. Everyone else unloads high-powered damage on the dragon while it concentrates on the invulnerable tank.

Dragonling

Baby dragons of both genders hatch from eggs into dragonlings, which are roughly the size of a deer. These dragonlings are wingless and slender and are born in vast numbers because they are still very vulnerable to predation. At this age, males and females are identical. The

dragonlings stay for a short time in their mothers' lairs, then venture out into the world where they spend several decades in their small, vulnerable state.

High Dragon

Any dragon is a formidable adversary, but a high dragon is even more: an elite boss. High dragons are adult female dragons, the mountainous classic dragons into which the dragons mature. Relatively few dragons survive to this stage of adulthood. When they do, they take possession of a burrow (either an abandoned tunnel complex that they further hollow out, or the lair of another high dragon who they challenge and displace). The high dragons then spend most of their time sleeping and mating, living off the prey that their drakes hunt and bring back.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	Very High

Drake



Rank: Lieutenant

Class: Balanced Physical

Prime Location: Wyrmling Lair

Special Abilities: Fire Breathing

Description: At about 50 years of age, male dragonlings undergo a metamorphosis, as the skin of their forelimbs stretches and grows into wings, leaving them with no separate forelegs. These drakes immediately begin searching for mates, seeking out the lairs of adult female high dragons (which are many times larger). When they find high dragon mates, drakes move into

the female's lair and spend the rest of their lives there, emerging only to hunt and bring food back for the female and dragonlings. For any given high dragon, usually a dozen or so drakes live in her lair and fight among themselves for the right to mate. If the high dragon or dragonlings are attacked, the drakes defend the lair. Drakes live only about 100 years, and often much less when the casualties of combat are considered.

Play Tips: Collect three drake scales and return to Wade's Emporium in the Denerim Market District. Master Wade will craft a special piece of armor for you, and you'll complete the "Drake Scale Armor" side quest.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	Very High

Genlock



Rank: Normal

Class: Default Warrior, Ranged Warrior (for archers), Spellcaster (for emissaries)

Prime Location: Anywhere

Special Abilities: Alpha (Dual Wield), Emissary (Spells)

Description: Genlocks originate from dwarven broodmothers and are the most numerous of all the darkspawn. They have stocky dwarven bodies and a robust appearance. Their skin is pale white or yellow, and their heads are large and bald, with sunken eyes and cheeks. Genlocks have both the strength and hardiness of their dwarven origins and are difficult to kill. They also commonly possess the dwarven resistance to magic, though this trait is strongest in alpha and emissary genlocks.

Play Tips: Load up on silverite runes if you know you're about to battle darkspawn. Even a novice silverite rune grants +2 damage against the fiends, and a grandmaster silverite rune gives +10!

Genlock Alpha

Alphas are more cunning versions of the base genlock and have higher magic resistance. They are ranked as lieutenants and can dual wield.

Genlock Emissary

Genlock emissaries are the most intelligent genlock and have the highest magic resistance. They are ranked as lieutenants.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Ghoul



Rank: Lieutenant

Class: High Damage

Prime Location: Brecilian Ruins

Special Abilities: Life Drain

Description: A ghoul is a man or woman twisted and corrupted by the darkspawn taint. This differs from regular darkspawn in that they are not born from broodmothers. The one you eventually meet in the party camp is Tamlen, the PC's friend from the Dalish origin story, corrupted by the magic mirror in the elven ruins.

Play Tips: Invest in cold iron runes to fight undead. A novice cold iron rune grants +2 damage against ghouls and other undead, and a grandmaster cold iron rune adds 10 more damage per hit!

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Golem



Rank: Lieutenant

Class: Tank

Prime Location: Anvil of the Void

Special Abilities: Quake

Description: Dwarves built golems, creatures of hewn stone or sheets of metal animated with a spark of lyrium. They were once a crucial part of Orzammar's defenses, but the secret to their manufacture was lost over 1,000 ago. What few golems remain are guarded closely by the Shaperate of Golems, and only brought out when the battle with the darkspawn grows desperate enough to risk their loss. No one now would sell a golem for any price, but in ancient times, dwarves sold many golems to the magister lords of the Tevinter Imperium. A magical, not mechanical, process animates the golem, making it more of a living "iron/stone creature."

Play Tips: The warrior's Shattering Blows talent increases damage against golems and other constructs. A warrior heading into the Deep Roads might be wise to spend a few points in the Two-Handed school.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Halla



Rank: Critter

Class: Warrior

Prime Location: Brecilian Forest

Special Abilities: Moving Dalish landships

Description: These Dalish white stags are much larger and swifter than the normal wild stags (having been bred for this purpose by the elves for several millennia). It is standard for a halla's keeper to carve its antlers as they grow, making them curve into unique and aesthetic shapes (the antlers fetch a high price in the Imperium). Since the fall of the Dales, the halla have been used less as mounts and more to pull the aravels (called "landships" by humans) of the Dalish.

Play Tips: They make good eating, but you don't have much reason to battle these creatures. In the Dalish camp, you can save one and complete the "Elora's Halla" side quest.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
High	High	High	Low	Low	High

Hurlock



Rank: Normal

Class: Warrior

Prime Location: Anywhere

Special Abilities: Alpha (Weapon and Shield, Two-Handed), Emissary (Spells)

Description: Hurlocks originate from human broodmothers. Muscular and tough, they are the most common foot soldiers of the darkspawn during a Blight. They are tanks, easily equaling a qunari's raw physical power. They are the shock troops of the darkspawn and often form the strongest part of their armies, wielding primitive swords and axes and wearing patchwork armor. Hurlock skin ranges from pale white to dark brown; there is generally a lot of variance, and most do not possess hair (it is always black in those who do). Hurlocks consider themselves superior to other darkspawn races, treating them roughly and adorning themselves in crudely carved tattoos to keep track of kills and deeds.

Play Tips: Identify hurlocks as soon as a fight ensues. Emissaries are your immediate priority. Alphas can be trouble, but you'll probably want to eliminate the regular hurlocks first and reduce the numbers against you.

Hurlock Alpha

Darkspawn childer hatched by a broodmother have to fight among themselves for food during the first month of life; usually, a tenth to a quarter of the litter will survive. Occasionally one childer will prove stronger than the rest of its siblings and be the only one remaining at the end of the month. This is indicative of a superior version of the race and it will be known as an "alpha." Alphas are generally taller, stronger, and much more intelligent than others of their kind. They will be the commanders and generals who direct the others in combat and are

intelligent enough to direct the slavery of humanoid races in lands they conquer. As lieutenants, they act as warriors with the Weapon and Shield and Two-Handed talents.

Hurlock Emissary

A very few alphas have proven themselves to be not only incredibly intelligent, but also naturally gifted with magical abilities that seem similar to blood magic in their effects. These few are known as "emissaries." Emissary lieutenants tend to appear only during the Blights and are the most feared of the darkspawn, the ones who watch the commanders and generals to make sure that those cunning alphas serve the archdemon's interests and not their own. Darkspawn armies are fairly disorganized, but the different races usually group together (genlocks with genlocks, hurlocks with hurlocks, etc.).

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
High	High	High	Low	Low	High

Mabari War Hound



Rank: Normal

Class: Default Dog

Prime Location: Ostagar

Special Abilities: Bite

Description: Dogs are an essential part of Fereldan culture, and no dog is more prized than the Mabari. The breed is as old as myth, said to have been bred from the wolves who served the legendary hero, Dane. Prized for their intelligence and loyalty, these dogs are more than

mere weapons or status symbols: The hounds choose their masters, and pair with them for life. To be the master of a Mabari anywhere in Ferelden is to be recognized instantly as a person of worth. The Mabari are also an essential part of Ferelden military strategy. Trained hounds can easily pull knights from horseback or break lines of pike men, and the sight and sound of a wave of war dogs, howling and snarling, has been known to cause panic among even the most hardened infantry soldiers.

Play Tips: You will battle Mabari war dogs in your travels; however, one of them becomes your friendliest ally either in the Human Noble origin or as a side quest beginning in Ostagar.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Superior	Above Avg.	Moderate	Very Low	Fair	Superior

Nug



Rank: Critter

Class: Warrior

Prime Location: Orzammar

Special Abilities: Nibble

Description: Sometimes called "mudsplashers" by the dwarves, these small, hairless creatures resemble small pigs, with pointed snouts for digging. Nearly blind, they populate the underground tunnels of the dwarves.

Play Tips: Collect these for Nug Wrangler Boermor in the Orzammar Commons area. Corral 11 of them for a prize.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
High	High	High	Low	Low	High

Ogre



Rank: Lieutenant or Normal

Class: High Damage

Prime Location: Brecilian Forest

Special Abilities: Grab and Throttle

Description: Ogres originate from qunari broodmothers; they are rare, but growing in number. They are massive: taller and broader than even hurlock alphas, with dark, rough-colored skin covered in patches of thick fur. They possess huge, curved horns and are said to charge their enemies like bulls, slamming into them with devastating effect: they can even barrel through thick stone walls. Tougher ogres are ranked as lieutenants, while the smaller grunts are normal difficulty.

Play Tips: Avoid the ogre's long reach: an ogre can grab and choke the life out of you. If the ogre grabs a companion, stun it immediately to cease the continuous damage.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Pride Demon



Rank: Boss (lesser is ranked Lieutenant)

Class: High Damage

Prime Location: The Fade

Special Abilities: Possession

Description: Demons can exist in both the real world (through possession) and in the Fade. Demons spend their time searching out new territory and pushing their boundaries. For this reason, they are the Fade dwellers most commonly seen in the mortal realm. While in the Fade, demons rail at a sleeper, forcing him into dark realms of nightmare where the demons feed off the negative energy created by his fear. The demons are, in order of increasing power and intelligence: rage, hunger, sloth, desire, and pride. Greater pride demons are bosses, while lesser pride demons are ranked as lieutenants.

Play Tips: Damage-based spells will rip apart a pride demon if you can keep the pressure on. Cycle through a spell rotation so you aren't waiting on any cooldown effects.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Rage Demon



Rank: Lieutenant (lesser is ranked Critter)

Class: Spirit

Prime Location: The Fade

Special Abilities: Flame Blast

Description: Demons can exist in both the real world (through possession) and in the Fade. Demons spend their time searching out new territory and pushing their boundaries. For this reason, they are the Fade dwellers most commonly seen in the mortal realm. While in the Fade, demons rail at a sleeper, forcing him into dark realms of nightmare where the demons feed off the negative energy created by his fear. The demons are, in order of increasing power and intelligence: rage, hunger, sloth, desire, and pride. Greater rage demons are lieutenants, while lesser rage demons are ranked as critters.

Play Tips: Stick to the cold-based spells to deal extra damage. Cone of Cold or Blizzard can freeze them solid and deal significant damage; even Winter's Grasp can be effective.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	Very High

Rat



Rank: Critter

Class: Warrior

Prime Location: Underground

Special Abilities: Gnaw

Description: Any of several long-tailed rodents of the family Muridae, of the genus Rattus; distinguished from the mouse by being larger. Only the giant ones fight.

Play Tips: It doesn't take much to squash them. Watch out for rats' swarm tactics; keep your flanks defended by companions or obstacles.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
High	High	High	Low	Low	High

Revenant



Rank: Lieutenant

Class: High Damage

Prime Location: Brecilian Forest

Special Abilities: Telekinetic Pull

Description: A revenant is a corpse possessed by a pride demon. Many possess spells, but most are armed and armored and prefer to use their martial talents.

Play Tips: A challenging foe, the revenant can pull you toward it with telekinesis; ranged DPS and healing won't be safe at the edge of the battlefield. Don't waste time on ranged positioning. If the revenant does pull, it sets aside its massive blade, which is prime time for melee combatants to get in some licks.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Shade



Rank: Lieutenant (lesser version is ranked Normal)

Class: Spirit

Prime Location: The Fade

Special Abilities: Life Drain

Description: Shades are spirits of the dead that have come into the mortal world but have not possessed living beings. Over time, they become so jealous of the living that they begin to draw the energy of life itself into themselves through their touch. They become humanoid shadows, lingering in dead places and being devoid of any thought but draining life whenever it draws near. More powerful versions of these shades, those who have fed on a great deal of life energy, are known as "wraiths." Wraiths regain a bit of their intelligence and can use their power to affect the mortal world, usually through control over the elements and by affecting the minds of the living.

Play Tips: Mundane weapons may have a lesser effect, but spells can put a hurt on a shade. Keep your spellcasters protected and let them fire away while the tank and melee DPS hold them at bay.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	Very High

Shriek



Rank: Lieutenant (Normal shriek is ranked Normal)

Class: High Damage

Prime Location: Dead Trenches

Special Abilities: Stealth

Description: Thought of as horrors of the night more than as darkspawn, shrieks are tall, lean creatures renowned for their speed, incredible agility, and stealth. Indeed, shrieks have been known to run (with their strange, loping gait: their arms are as long as their legs) as fast as a horse and disappear just as quickly into the shadows. Shrieks' talons and teeth are incredibly sharp, as their favorite tactic is to leap on their prey and tear it to ribbons within seconds; in fact, they fight with long sharpened blades attached to their forearms. Shrieks originate from elven broodmothers, and retain both a natural elven agility and relative fragility. Only couple solid strikes are needed to kill the creature—getting that strike, however, tends to be the problem. Physically, shrieks stand between six and seven feet tall but weigh only perhaps 100 to 120 pounds. They are thin, with bark-like skin that ranges from light green to dark brown in color. Their faces are twisted, with long wild-looking hair and eyes that are sunken into their skull, appearing to be black holes with pricks of dim light shining from within.

Play Tips: Set up a defensive perimeter where each companion can watch the other's backs. Shrieks can materialize out of thin air, and you don't want them ripping and tearing at your exposed side.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Skeleton



Rank: Normal

Class: Warrior

Prime Location: Redcliffe

Special Abilities: Archer (ranged), Fanged (Dual Weapon), Normal (Weapon and Shield), Shambling (Two-Handed)

Description: Demons that possess flesh form walking corpses; demons that possess bones form skeletons.

Play Tips: Employ standard party tactics as you would for any melee combatant or enemy archer. The shambling skeletons generally deal more damage and should be a priority.

Archer

Archer skeletons are bones possessed by a rage demon. They use ranged bows.

Fanged

Fanged skeletons are bones possessed by a hunger demon. They act as warriors with the Dual Weapon talents.

Normal

Normal skeletons are bones possessed by a rage demon. They act as warriors with the Weapon and Shield talents.

Shambling

Shambling skeletons are bones possessed by a sloth demon. They act as warriors with the Two-Handed talents.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Sloth Demon



Rank: Boss or Normal

Class: Tank

Prime Location: The Fade

Special Abilities: Spells

Description: The sloth demon is a shapechanger with no true form (that is known, anyway). It takes existing forms, usually from dreams of the dreamer. In the Magi origin story, the sloth demon appears as a bereskarn.

Play Tips: Normal sloth demons adopt similar tactics as the arcane horror. Avoid its big spells with well-timed stuns or debilitating spells such as Crushing Prison.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Spider



Rank: Normal

Class: Agile

Prime Location: Underground

Special Abilities: Poison, Web, Overwhelm

Description: These creatures (also called "deep crawlers" by the dwarves) grew in the depths of the dwarven Deep Roads, once having been encouraged to multiply to feed on the numerous species of large bats that the dwarves considered pests. Once the Deep Roads were lost to the darkspawn, these spiders began to feed on genlocks as well as bats, and their numbers were no longer controlled. Some moved up to make their lairs in the surface forests, but most have remained below ground.

Play Tips: Support each other whenever spiders arrive. If you end up apart, a spider's web or Overwhelm attack can incapacitate a lone companion. When webbed, the companions who aren't trapped should defend their comrade. Against an Overwhelm attack, everyone else should immediately focus on the charging spider to kill it before it kills your companion.

Corrupted Spider

Corrupted Spiders are giant spiders that have fed on the flesh of darkspawn. Unlike other animals so tainted, giant spiders don't become darkspawn ghouls. But they are forever changed after having feasted on darkspawn gore: they are more aggressive and stronger than standard spider kin.

Giant Spider

These are the most common variety of dungeon spider and will threaten you with an Overwhelm ability.

Poisonous Spider

These spiders can shoot poison at medium range and deal damage over time.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	High

Werewolf



Rank: Normal

Class: High Damage

Prime Location: Brecilian Forest

Special Abilities: Claws, Stealth

Description: Ferelden lore is full of instances where these creatures have plagued the countryside: wolves possessed by rage demons and transformed into humanoid monsters with incredible speed and strength, able to spread a curse to those they bit that would drive them mad with rage. Indeed, the ability of normal dogs to detect a werewolf even when it is in a human guise is what first led Fereldans to adopt dogs as an indispensable companion in every farmhold. The hero Dane led a crusade to eliminate this threat once and for all, and while werewolves have never assumed the same prominence since, there have still been reports of individual packs lurking in remote forests. In recent years, some have even been reported to have developed an uncanny willpower and intelligence.

Play Tips: Werewolves are very fast, and some use stealth. At least one point in Survival will help drastically in detecting werewolves on your mini-map before they are on you.

Werewolf Leader

Werewolf leaders are lieutenants and stronger, more resilient versions of the core werewolves. Swiftrunner, leader of the werewolves in the "Nature of the Beast" quest, is more intelligent than the others. He is still little more than a vicious beast, however, and very easily gives in to his bestial temper. If the player frees the werewolves, he is restored to his former human self.

Rabid Werewolf

An extremely nasty, savage variant of the regular werewolf

Shadow Werewolf

These werewolves use stealth to go invisible and sneak up on the unsuspecting.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Wild Sylvan



Rank: Lieutenant

Class: Tank

Prime Location: Brecilian Forest

Special Abilities: Camouflage

Description: In forests where the Veil between this plane and the Fade has become thin, the forest is "alive" with vengeful spirits who have possessed trees. These creatures are called

"wild sylvans." Sylvans can retain some of the intelligence and even memories of the possessing spirit, which sometimes grow over time. More often, sylvans retain only a smattering of intelligence and are filled with an extreme jealousy of other living things. They kill any who enter their domain, animating branches to swing as fists, enveloping the living in their roots, or uprooting themselves briefly to walk (slowly). Sylvans are heavily resistant to physical damage.

Play Tips: Tread slowly when in a forest around sylvans. The tree creatures blend in with the non-hostile forest and suddenly spring to life as you near. Fire-based attacks do extra damage.

Grand Oak

The rhyming spirit of a great oak tree, this sylvan boss helps the player after the player recovers his stolen acorn.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	High	Above Avg.	Very Low	Meager	Very High

Wisp



Rank: Critter

Class: Spirit

Prime Location: The Fade

Special Abilities: Lightning

Description: Wisps are small glowing balls of electrical energy. It is not certain whether they are demon, spirit, or just a Fade disturbance of some kind.

Play Tips: When a wisp detects you, it will begin firing lightning at you. Close quickly if you rely on melee; otherwise, it will sizzle you from long range. If you attack at range, out-damage wisps with a barrage of spells or arrows.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	Very High

Wolf



Rank: Critter

Class: Agile

Prime Location: Outdoors

Special Abilities: Bite, Overwhelm

Description: These wolves are large and imposing. They hunt in packs and take advantage of large numbers to take down tougher targets.

Play Tips: Wolves hunt in packs and will attempt to swarm you. Try not to get flanked and have the party concentrate firepower on one at a time as you trim down the numbers against you. Also watch out for their Overwhelm ability, which can take a party member down quickly if you're not prepared.

Alpha Wolf

A stronger variant of the wolf, this lieutenant will lead the wolf charge as a dangerous pack closes in.

Witherfang

The fighting form of the Lady of the Forest (the spirit of a dryad that Zathrian captured and trapped in the body of a wolf). She is the originator of the werewolf curse in the Brecilian Forest. She is a massive, white dire wolf boss.

Attributes

Strength	Dexterity	Willpower	Magic	Cunning	Constitution
Very High	Very High	Above Avg.	Very Low	Meager	High

Walkthrough

Tour of Ferelden

The vast wilderness and cultural centers of Ferelden live and breathe each day that passes on your mission to stop the Blight. You can immerse yourself in the world and enjoy much that it has to offer, but Ferelden is so huge that it will take several plays to fully explore its majesty. For those who want a sneak peek of what's in store or want a guide to the essential quests, NPCs, items, and skills that you'll encounter on your travels, look no further.

Essential Locations

Ostagar

After your origin story, Duncan guides you to King Cailan and the rest of the Grey Wardens at this ancient fortress. You meet companions Alistair and Morrigan, as well as a couple of Grey Warden trainees who travel with you temporarily as you quest for the elements of the Joining. As part of the prelude quests, you must complete all of Ostagar before you go anywhere else. Your adventures will take you into neighboring Korcari Wilds and Flemeth's Hut before setting off into the wide open world.

Lothering

A small town on your way up the Imperial Highway, Lothering supplies you with lots of side quests to build up your novice characters. You meet companions Leliana and Sten inside the village limits, and you gain a dwarven merchant and his enchanter son for your party camp after you leave. Be sure to do all Lothering quests before leaving the town; once you complete one of the major quest lines, darkspawn destroy Lothering and you can never return.

Circle Tower

Home to the Circle of Magi, the tower falls prey to abominations and the dark lure of the dreamworld, the Fade. You gain the services of spirit healer Wynne inside the tower, and she

should be a permanently part of any group that doesn't already have a healer. To reach the tower, you must first convince the guard on the Lake Calenhad Docks to let you pass. When you finish the "Broken Circle" quests here, you choose either mages or templars to serve in your army against the archdemon.

Redcliffe

The "Arl of Redcliffe" quest line takes place in Redcliffe Village and Redcliffe Castle. Undead plague the area, and another demon has imprisoned the royal family. Your travels take you through the village, basement, courtyard and both floors of the castle. You need Arl Eamon to call the Landsmeet for the finale, but you cannot save the arl until you also complete the "Urn of Sacred Ashes" quest line.

Denerim

Visit the game's largest city early to partake in the market district's many vendors and to accept a wealth of side quests. The experience and rewards from these side quests will help your characters develop their talents and gear. Later in the story, after Arl Eamon calls the Landsmeet, Denerim serves as the final battleground for the events leading up to the confrontation with the archdemon.

Sequence of Events

The following three quest lines serve as the introduction to the game and must be completed in order:

Your Origin

Ostagar

Lothering

The following four "Ancient Treaties" quest lines can be completed in any order, though they are listed in most practical order:

Broken Circle (Circle Tower)

Arl of Redcliffe/Urn of Sacred Ashes (Redcliffe)

Paragon of Her Kind (Orzammar)

Nature of the Beast (Brecilian Forest)

The capital city, Denerim, serves as a home base with lots of vendors and side quests. You generally want to visit this early in your pursuit for the "Ancient Treaties" quests, and return often.

Denerim

Once you have completed all the "Ancient Treaties" quests, you can speak with Arl Eamon to trigger the final two quest lines to end the game:

Landsmeet (Denerim)

The Final Onslaught

Urn of Sacred Ashes

Part two of the effort to save Arl Eamon eventually brings you to the remote location of Haven. The cultists in the town and connecting dungeons want to keep strangers in the dark at all costs. Ultimately, though, the Urn of Sacred Ashes resides at the end of a trio of dungeons: Ruined Temple, Wyrmling Lair, and the Gauntlet. When you finish the "Arl of Redcliffe/Urn of Sacred Ashes" quests, the arl promises you his men to serve in your final army against the archdemon.

Orzammar

The mountain home of the dwarves is also home to the "Paragon of Her Kind" quest line. Delve into dwarven politics and the lost secrets of the Deep Roads to earn the graces of the next dwarven king. During your travels, you pick up the warrior Oghren for your party. If you can survive darkspawn and golems within the underground catacombs, the dwarves will come to your aid in the final battle against the archdemon.

Brecilian Forest

Hidden in the lust forests, a lone Dalish camp holds out against werewolf attacks. But is all what it seems? Discover the secrets of the forest and its denizens as you adventure through the "Nature of the Beast" quest line. When you uncover the final answers, you choose either elves or werewolves to join your army against the archdemon.

Landsmeet and Final Battle

After you complete all of the main quests in Circle Tower, Redcliffe, Orzammar, and the Brecilian Forest, Arl Eamon will call the Landsmeet to select a new ruler of Ferelden. Aid Arl Eamon in the task of discrediting the traitor Loghain and drumming up support for your chosen candidate to take the throne. Once the Landsmeet is resolved, you have one last hurdle: Slay the archdemon before the Blight consumes all of Ferelden.

Note: Side quests and random encounters have dedicated chapters after this walkthrough section covering all the main quests. See the Side Quests chapter and the Random Encounters chapter for all the details.

How to Use the Walkthrough

Main quests as you travel around Ferelden can sometimes seem complex and daunting. The following walkthroughs provide in-depth, precise explanations for every main quest line in the game. If it doesn't appear in this chapter, it's not a main quest and will appear in the Side

Quests or Random Encounters chapters. The walkthroughs that follow this introduction are presented in the most efficient sequence, from your origin and the prelude to the various "Ancient Treaties" quests to secure the aid of the Ferelden races to "Landsmeet" endgame quests. Here's a quick breakdown of what's in each walkthrough:

Map

Each walkthrough contains all the necessary maps to navigate from the quest's starting point to ending point. Labels on the maps indicate NPCs, enemies, quest spots, treasure locations, general points of interest, and runthrough markings to show the best route through the area. A walkthrough will generally contain multiple maps to all the important locations.



Runthrough

This small sidebar boils the walkthrough down to essential steps. The steps are marked on the map in orange letters. To progress through an area effectively, start with "A" and continue in alphabetical order to the last letter. If you're familiar with an area, you can use the runthrough as a guide to moving through a map very quickly.

Cheatsheet

Each main map has a cheatsheet that tracks the main quest, important NPCs, key items, monsters, and side quests. Use this cheatsheet to make sure you didn't miss anything critical on your journey, or to scout out what you need to accomplish in the area.

Walkthrough Text

We pack as much comprehensive strategy and expert guidance as we can into each section. The runthrough can give you a nice overview, but if you really want to know how to avoid the traps, tackle the monsters, and collect the important items, read the walkthrough. Whenever you encounter a really difficult enemy—whether it be a boss or other ranked, troublesome adversary—we'll give you tips on its battle tendencies and how to defeat it.

Reference the world map for your global questions, then flip to the appropriate walkthrough section for the nitty gritty of that quest line. You might scratch your head at the Gauntlet's riddles or wonder how to escape the Fade that has enveloped the Circle Tower; with these walkthrough, though, you won't waste time for long.





1

Ostagar

- Prelude quests ("Joining the Grey Wardens")
- Alistair
- Mabari hound

2

Korcari Wilds

- Prelude quests ("Joining the Grey Wardens")

3

Flemeth's Hut

- Prelude quests ("Joining the Grey Wardens")
- Morrigan

4

Lothering

- Many side quests
- Leliana
- Sten
- Bodahn Feddic (merchant)
- Sandal Feddic (enchanter)

5

Lake Calenhad Docks

- "Broken Circle"

6

Circle Tower

- "Broken Circle"
- Wynne
- Black Grimoire
- Blood mage specialization
- Mage or templar

7

Redcliffe Village

- "Arl of Redcliffe"
- Sten's Sword
- The Green Blade

8

13

Wyrmling Lair

- "Urn of the Sacred Ashes" quest line
- Urn of Sacred Ashes
- Reaver specialization

14

Frostback Mountains

- "Paragon of Her Kind" quest line

15

Orzammar

- "Paragon of Her Kind" quest line
- Oghren (companion)
- Bard specialization (Alimar)
- Dwarven or golem army
- Legion of the Dead army

16

Aeducan Thaig

- "Paragon of Her Kind" quest line

17

Caridin's Cross

- "Paragon of Her Kind" quest line

18

Ortan Thaig

- "Paragon of Her Kind" quest line

19

The Dead Trenches

- "Paragon of Her Kind"

21

Dalish Camp

- "Nature of the Beast" quest line
- Shapeshifter specialization (Varathorn)
- Elven army

22

Brecilian Forest

- "Nature of the Beast" quest line
- Anerin (Wynne's apprentice)

23

Brecilian Ruins

- "Nature of the Beast" quest line

24

Elven Tomb

- "Nature of the Beast" quest line
- Arcane warrior specialization

25

Werewolf Lair

- "Nature of the Beast" quest line
- Werewolf army

26

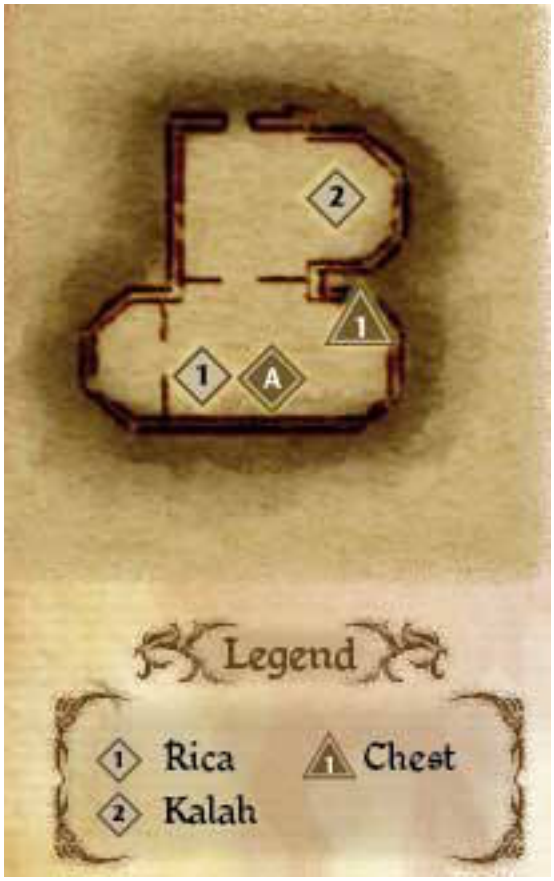
Landsmeet & Final Battle

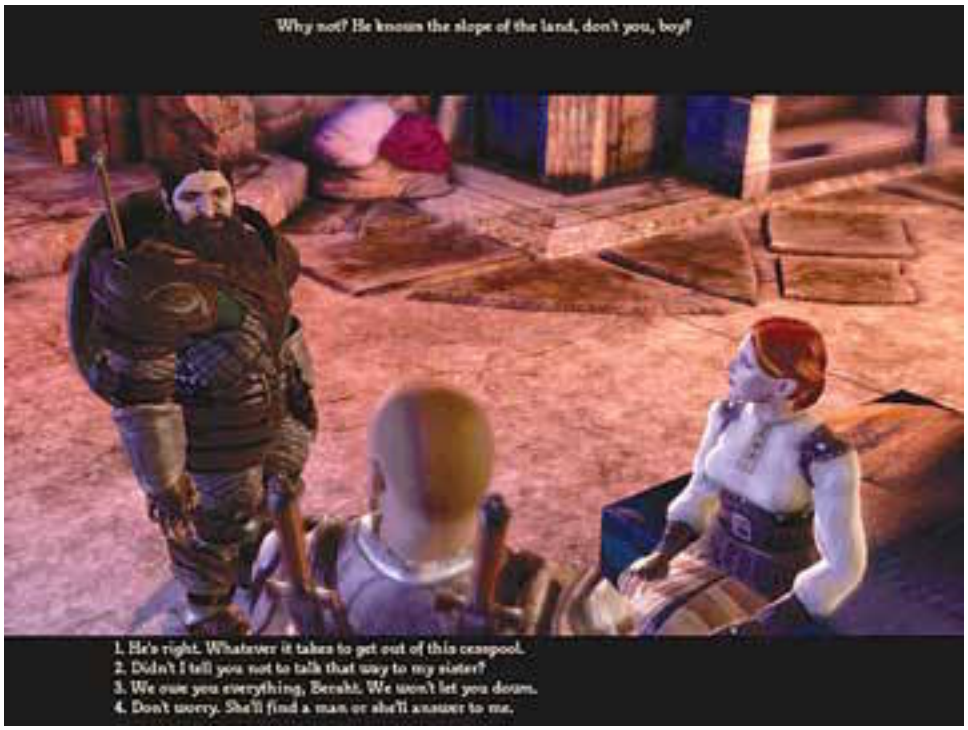
- "Landsmeet" quest line (in Denerim)
- Final Battle (against the archdemon in Denerim)

A

Dwarf Commoner Origin

Home





As your story begins, Beraht, an infamous crime lord in Dust Town, drops in to say hello to you and your sister Rica. He has you on the payroll to run small "errands," and he wants your sister to find a nobleman and get pregnant so he can share in the rewards when your family becomes of noble blood. After Beraht leaves, speak with your sister and mother and then meet your friend Leske outside your door.

Runthrough (Home)

Summary: Talk to your sister and mother and learn about how rough life can be in Dust Town.

A. Beraht pays you a visit. Listen to what he has to say and then talk with your family before exiting to Dust Town.

Home Cheatsheet

Main Plot Quests

On the Streets of Dust Town

Important NPCs

Beraht

Kalah

Rica

Key Items

None

Monsters

None

Side Quests

None

Dust Town





Runthrough (Dust Town)

Summary: Talk Goilinar before exiting Dust Town for the Commons.

A. Leske teams up with you to begin your first task for Beraht.

B. Speak with Goilinar about Oskias.

C. Exit Dust Town and head into the Commons in search of the Tapster's Tavern.

Dust Town Cheatsheet

Main Plot Quests

On the Streets of Dust Town

Important NPCs

Goilinar

Leske

Key Items

None

Monsters

None

Side Quests

None



Your friend and partner-in-crime Leske hooks up with you outside your home. He explains that Beraht wants you to teach someone a lesson: a surfacer by the name of Oskias who has been selling shipments topside that never make it to Beraht's ears down in Dust Town.



Look for the beggar Goilinar in the streets. Ask him about Oskias. He can either be intimidated or given money to talk. A little extra information on your target is always a good thing.



Leave Dust Town and head to the Commons area and find Tapster's Tavern.

Commons



Runthrough (Commons)

Summary: In the Commons, you hit all your major quest locations: Tapster's Tavern, Beraht's Shop, and the Proving Grounds.

A. Enter the Commons.

B. Proceed to Tapster's Tavern.

C. Stop by Beraht's Shop after visiting the tavern.

D. Visit the Proving Grounds after Beraht's Shop.

Commons Cheatsheet

Main Plot Quests

On the Streets of Dust Town

Important NPCs

Beraht

Kasch

Olinda

Oskias

Unna

Key Items

Lyrium Nuggets

Monsters

None

Side Quests

None



Enter the Commons and scout around if you like. You can talk to a tooth-pulling merchant, visit Olinda's shop for some goods (though you probably don't have much money to spend at this point), and get chastised by a clothes washer.



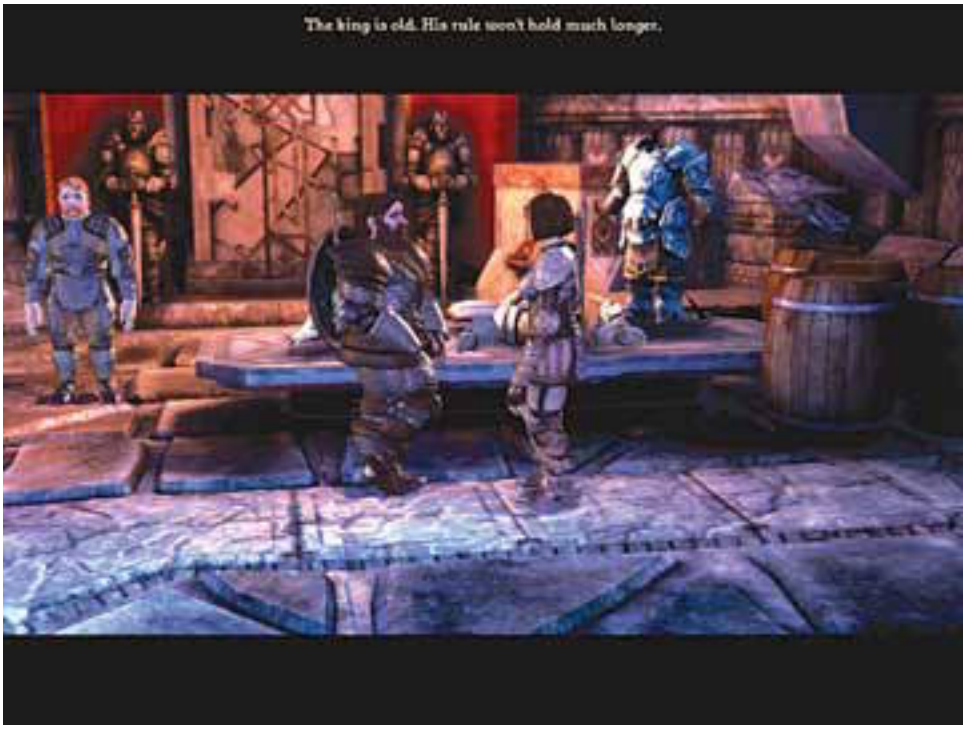
When you're ready to continue with your mission, proceed to Tapster's Tavern.



You can speak with the bartender first if you like, and he'll back down to your threats and let you handle Oskias any way that you want. Oskias sits at the table nearby, nursing an ale. Question him and you'll hear that he's been hoarding lyrium on the side. At first, Oskias will offer you a lyrium nugget to let this whole thing slide. You can intimidate him for two nuggets. You can also kill Oskias and take the lyrium from his dead body, or let him go and scare him into giving you both nuggets.



Beraht will ask you for Oskias's profits. You can hand them over, or try to persuade him with a lie that allows you to keep one or both of the lyrium nuggets. If you persuade him and keep one or both of the nuggets, Leske will propose selling them to Olinda when you leave. You can split the profits 50–50 with Leske, or talk him down to 75–25. Beraht also sends you on your next assignment: enter the Proving Grounds to drug a fighter so that his fighter wins the day.

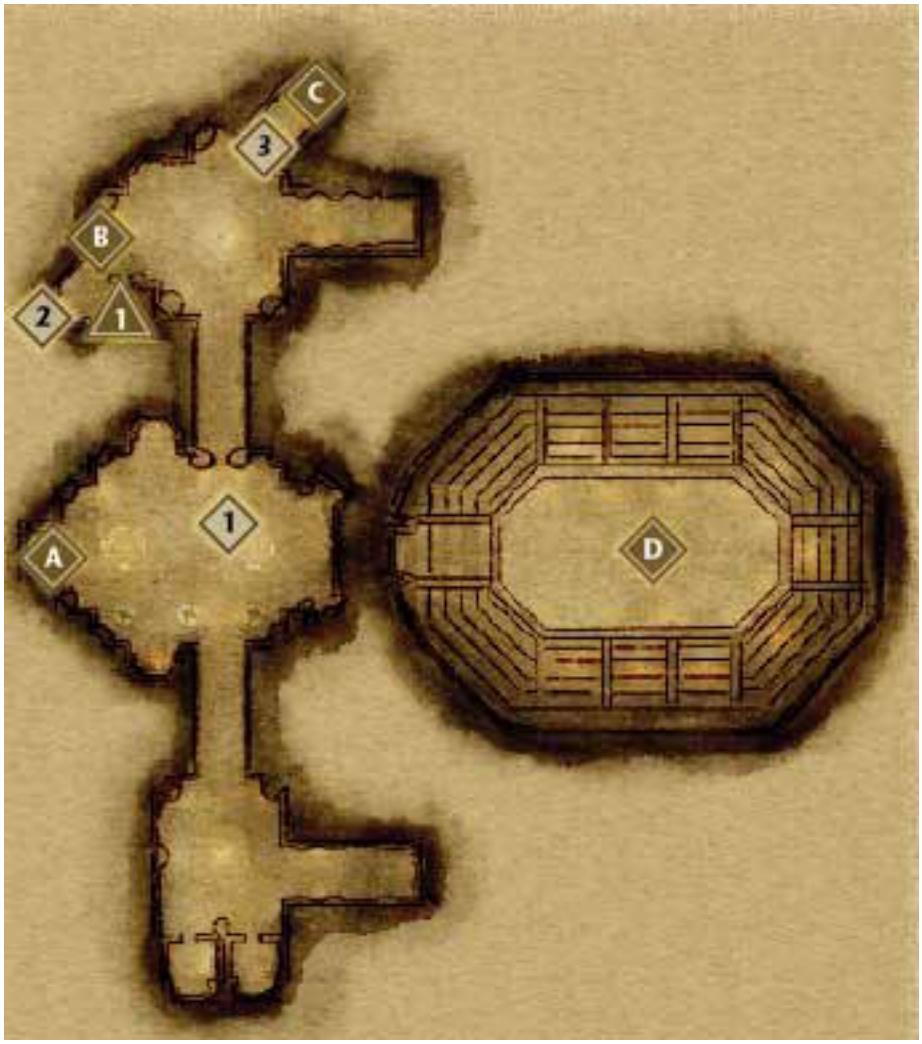


Look for Beraht's Shop in this section of the Commons. After you obtain the lyrium from Oskias, seek out the boss at his shop.



The doors to the Proving Grounds lie closed here. The casteless are not allowed inside the arena, so you'll have to come back once Beraht hands you a pass when you complete the Oskias task.

Proving Grounds





Runthrough (Proving Grounds)

Summary: Ensure that Beraht wins the contest by fighting in Everd's place.

A. Enter the Proving Grounds.

B. Find Everd. He's drunk, so you'll have to put on his armor and fight instead.

C. Drug Mainar.

D. Fight in the Proving Grounds arena.

Proving Grounds Cheatsheet

Main Plot Quests

On the Streets of Dust Town

Important NPCs

Duncan

Everd

Mainar

Key Items

Everd's Arena Gear

Monsters

Proving Grounds Opponents

Side Quests

None



Enter the Proving Grounds on Beraht's mission to ensure that he gets his money by betting on the winning combatant. In the main foyer, speak to Duncan and he'll give you a preview of what it's like to be a Grey Warden. You'll also unlock the Duncan codex entry.



Find Everd. Unfortunately for you, he's stone-cold drunk, passed out on the floor. You concoct a plan to put on his armor and fight in his stead. Don't put on the armor in his chest until you are ready to enter the arena.



While speaking with Leske over Everd's drunk body, you must decide to drug Mainar or not.

You can leave Mainar alone and battle him without aid, ask Leske to drug Mainar, talk to Mainar to distract him while Leske sneaks into his room, distribute the drug yourself by pouring it into the water basin in Mainar's room, use stealth to sneak into Mainar's room to pour the drug, or persuade Mainar into letting you in through dialogue choices.



Put on Everd's armor and talk to the Proving Grounds guard to the east. The Proving will begin. After you win the third fight, Everd will stagger out into the arena looking for his armor. You've been discovered! You put up a grand fight, but eventually you succumb to the guards and wake up in a cell.

Beraht's Hideout





Runthrough (Beraht's Hideout)

Summary: You are locked in a cell in Beraht's Hideout and must escape.

A. Escape from your cell.

B. Reach the crime lord's chamber.

C. Take the secret passage into Beraht's Shop.

Beraht's Hideout Cheatsheet

Main Plot Quests

On the Streets of Dust Town

Important NPCs

Leske

Key Items

None

Monsters

None

Side Quests

None



You awake in a cell in Beraht's Hideout. In a few hours Beraht is coming to kill you, so you must escape your cell before it's too late. There are several ways to get out of the cell: steal the key from the guard, pick the lock on the door (if you're a rogue), trick the guard into coming close to the cell and then knock him out, fake an illness to trick the guard into opening the door. A nearby rubble pile contains splinters that you can give to Leske to pick his door.



Battle through Beraht's thugs to reach the crime lord's chamber. Watch out for a trap in the fourth encounter, and because Beraht's men usually have superior numbers, avoid getting flanked or attacked from behind.

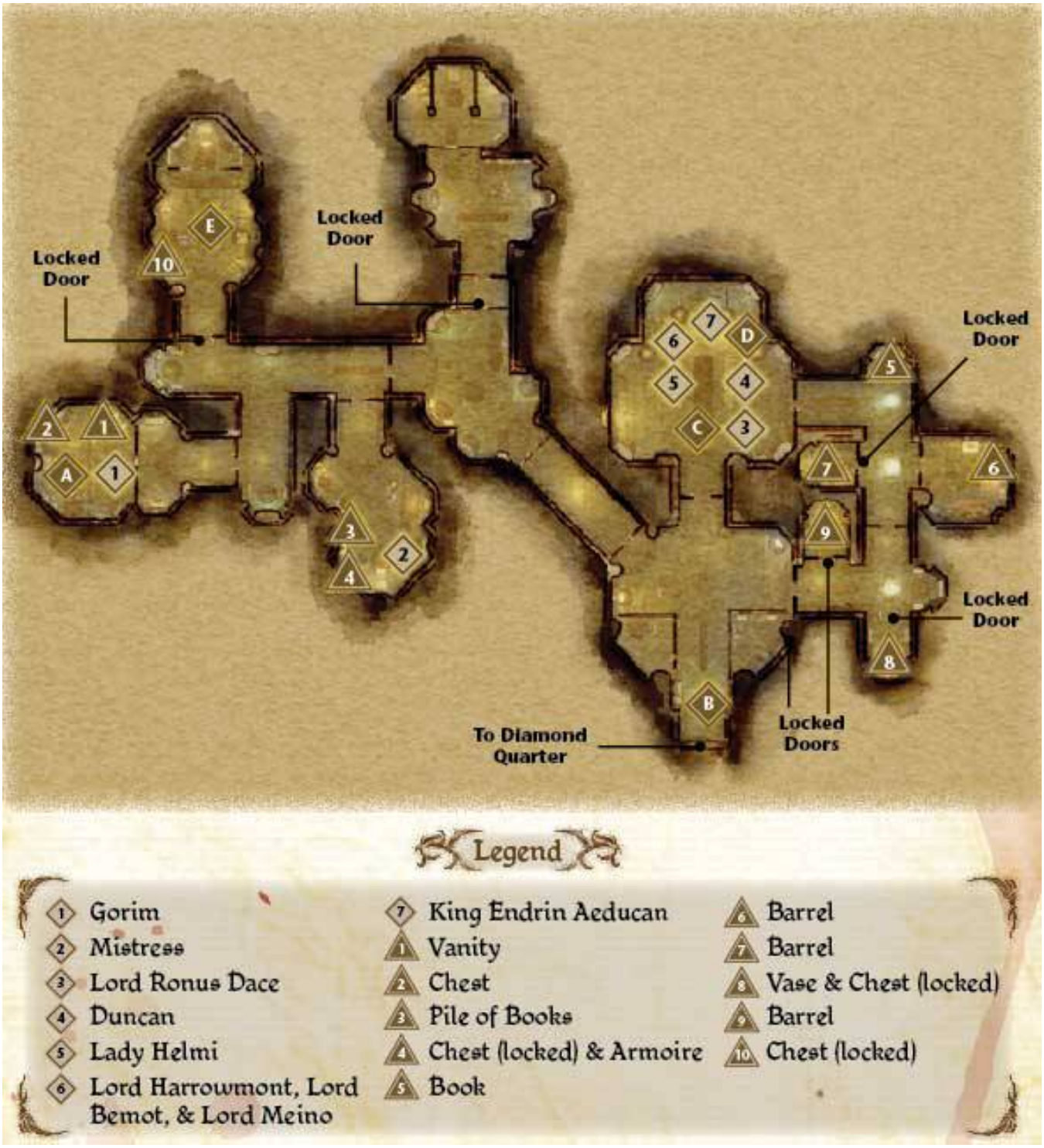
When you reach Beraht, concentrate on the bodyguard thugs first. They are easier to kill and fewer blows will be swinging at your heads. Use Leske's Dirty Fighting on Beraht to slow him down and any stunning talents that your PC may have. Beraht is your first ranked foe, so he will be very difficult to bring down. Rely on health poultices to keep you in the fight long enough to finally kill the slimeball.



After the battle, exit through the northern door and keep going until you find the secret passage into Beraht's Shop. Take the door back out into the Commons. You will be captured by the city guard, but Duncan steps in to save you and offer you a place in the Grey Wardens. Accept to fulfill your greater destiny.

Dwarf Noble Origin

Orzammar Royal Palace



Runthrough (Royal Palace)

Summary: Attend a feast in your honor in the throne room once you've tired of other distractions.

A. You begin your chambers. Speak with your friend Gorim.

B. Then exit to the Diamond Quarters. You may use this to reach the market area and then the Proving Grounds.

C. Engage in a game of politics with Lord Dace.

D. Let the king know that you are ready for your honors.

E. Seek out Trian (in his quarters or at the Proving Grounds).

Royal Palace Cheatsheet

Main Plot Quests

The Pride of Aeducan

Important NPCs

Duncan

Gorim

King Endrin Aeducan

Lady Helmi

Lord Bemot

Lord Harrowmont

Lord Meino

Lord Ronus Dace

Key Items

None

Monsters

None

Side Quests

None



Speak with your friend Gorim at the start. He'll tell you that a feast is being held in your honor in the throne room, but he'll also mention the Proving Grounds if you want a little fighting action (and some extra experience). If you want to go to the Proving Grounds, head to the main doors (marked diamond B on the map) and then find the Proving Grounds stairs in the Diamond Quarter. If you want to skip the Proving Grounds for now (you'll go there later), head to the throne room (diamond C).

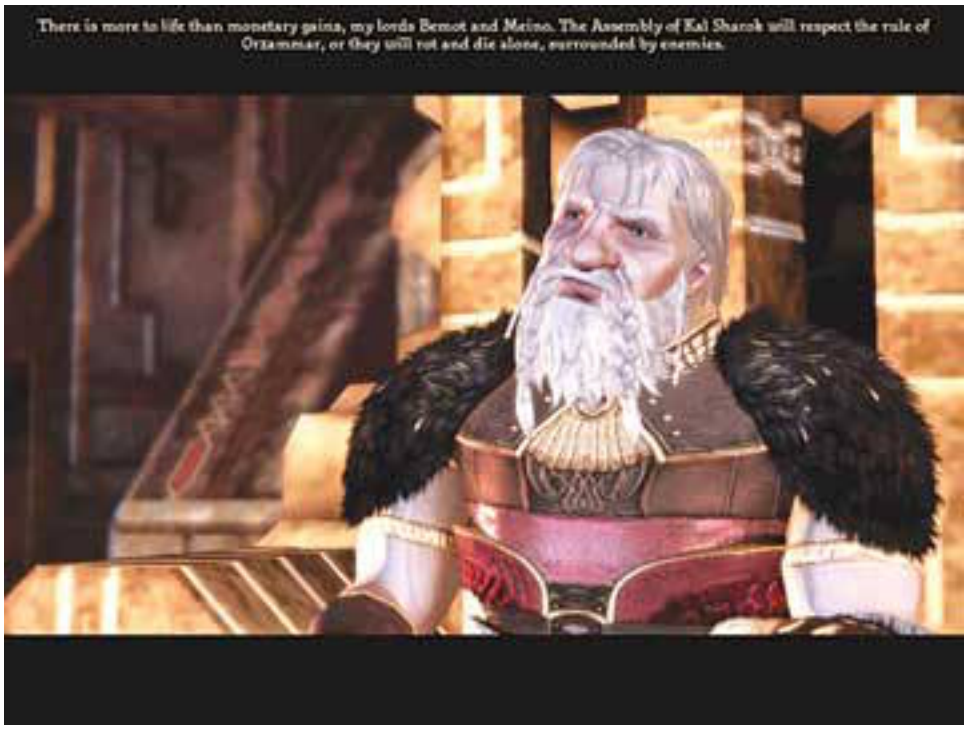


This is the exit from the palace. Leave through here if you would like to explore among the merchants in the Diamond Quarter, or if you want to visit the Proving Grounds.

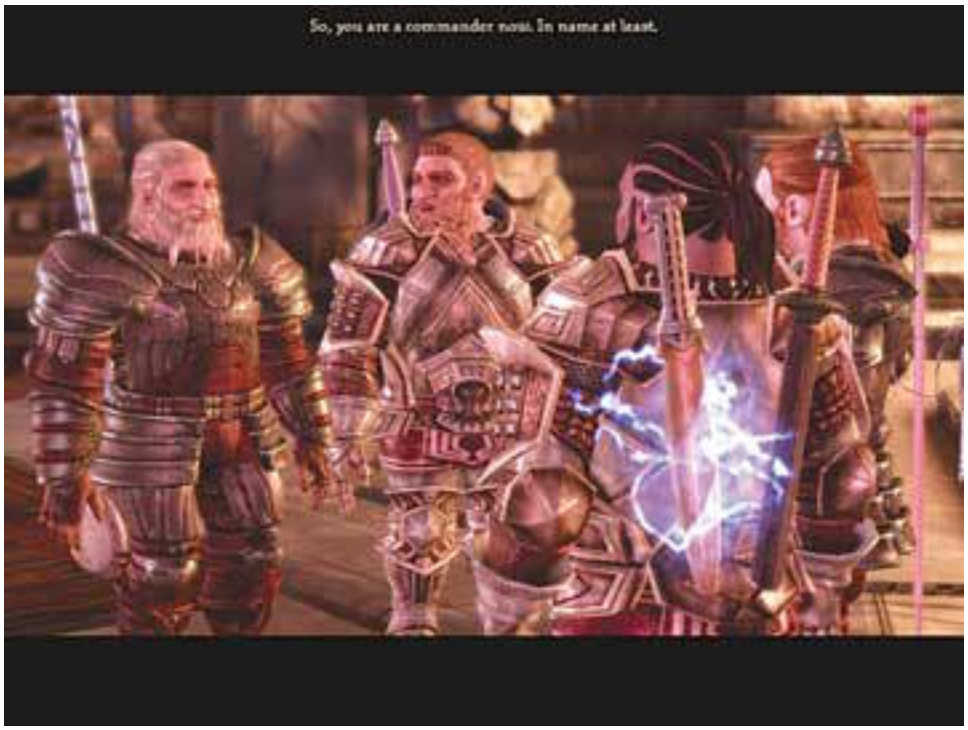


Once you decide to enter the throne room, seek out Lord Ronus Dace to your right. He asks for your support in an upcoming vote involving the surface caste. You can speak out for the surface caste by agreeing to help Lord Dace. When being presented at the feast, when Lord Dace asks about the rights for the surfacers, agree that they should have the same rights as everyone else. If you speak to Lord Dace again and you arranged it when you first spoke with Lord Dace, you receive either information or a reward (note of credit) for aiding Lord Dace. If you want to humiliate Lord Dace instead, agree to help him and then do not support the surface caste's rights at the feast.

If you suspect all is not what it seems, you are correct. After speaking with Lord Dace the first time, talk to Lady Helmi. She tells you that Lord Dace has lost a considerable amount of money to the surfacers and if this deal went through, the surface caste would be obligated to repay him, including some of your relatives. After learning this, return to Lord Dace and tell him what you have heard from Lady Helmi. When he goes to excuse himself, choose "Not so fast" and then "Your schemes are an insult to House Aeducan." This triggers an Honor Proving, and you automatically move to the Proving Grounds and fight Lord Dace's son, Mandar Dace. Defeat Mandar Dace and you will leave Lord Dace a broken man.



When you finally talk to your father, he will begin the ceremony honoring you. After you have been made commander, your father tasks you with finding your brother. If you have already been to the Proving Grounds, your brother Trian will be in his room (the chamber nearest yours behind the locked door). If you haven't been to the Proving Grounds, Trian and your brother Bhelen will be found watching the festivities there.



If you have completed the Proving Grounds, after the feast you will find Trian in his quarters (otherwise, he is at the Proving Grounds). Speak with him, and after Trian denigrates you a bit, he leaves you to talk with your other brother, Bhelen. Bhelen warns you that Trian plots to kill you so you won't be a threat to his taking the throne. You can choose to give the order to kill Trian, wait and see what he does, or refuse to fight your brother. All choices lead to a similar outcome, so choose what appeals to you most.

Diamond Quarter



Runthrough (Diamond Quarter)

Summary: Wander about the merchant area on your way to the Proving Grounds.

A. Break up an argument between Scholar Gertek and Bruntin Vollney.

B. Visit the weapon merchant for a special gift or to restore family honor.

C. Ask the guards to take you to the Proving Grounds.

Diamond Quarter Cheatsheet

Main Plot Quests

The Pride of Aeducan

Important NPCs

Bruntin Vollney

Scholar Gertek

Weapons Merchant

Key Items

Noble's Dagger

Monsters

None

Side Quests

Scholar Argument

Weapons Merchant



Outside the royal palace, two dwarves, Scholar Gertek and Bruntin Vollney, argue about the merits of historic truth. If you side with Vollney and defend his family's honor, you can allow Vollney to kill the scholar or force Vollney to let him live. If you side with Gertek and his research into the past, you drive Vollney off and can choose to have Gorim kill Vollney or not. You can then either demand a monetary reward from Scholar Gertek or gain the book "A History of Aeducan: Paragon, King, and Peacemaker" as a token of good faith.

Feel free to wander around the rest of the marketplace. You can shop at various vendors, pick up some loot in a collection of barrels, interact with some "noble hunter" women for a possible good time, and halfway through the area you'll encounter your brothers Trian and Bhelen (if you haven't gone to the feast yet).

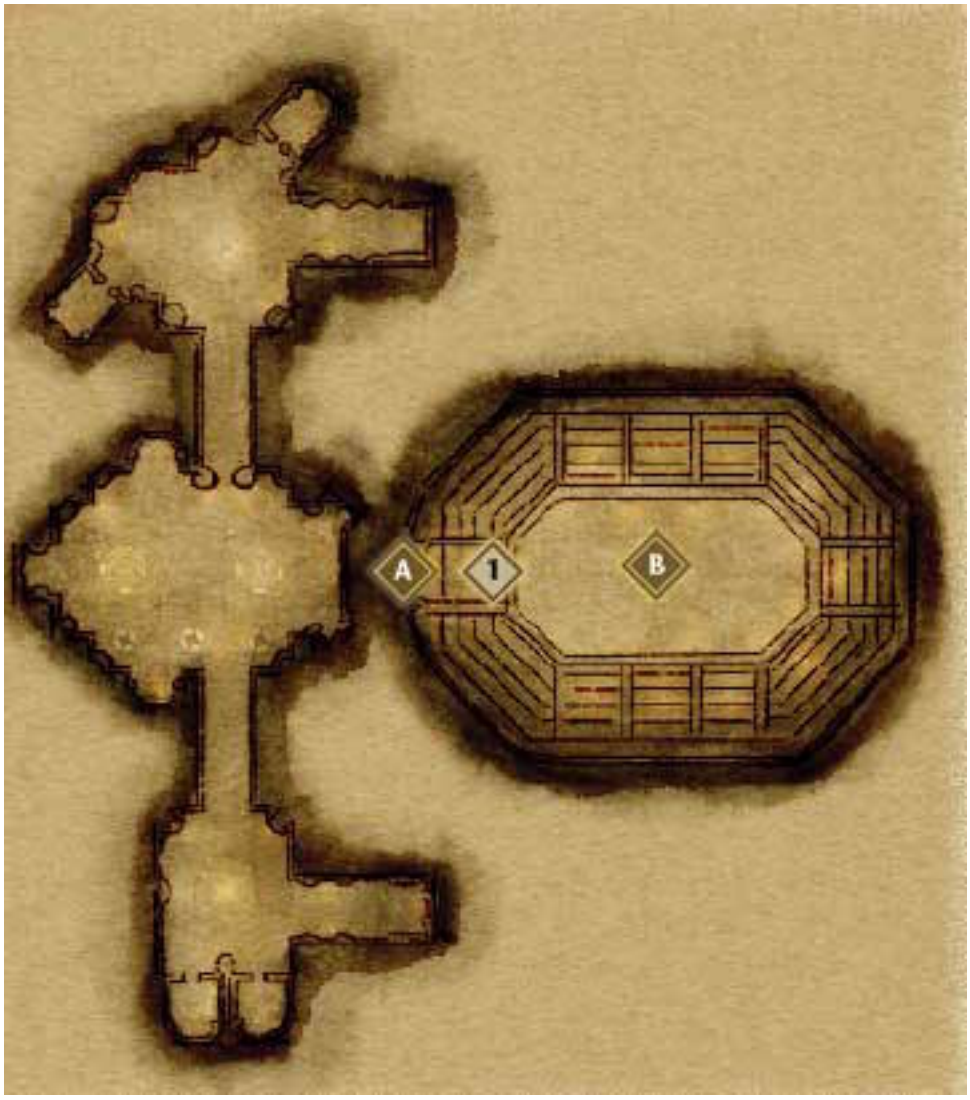


Stop by the weapons merchant here. Speak with him and he tells you of a special dagger he has crafted for you on your big day. You can either accept the gift or kill him for his insolence in speaking out of turn. The Noble's Dagger is a fine dagger, with decent DPS and magical electricity damage.



Once you are finished with the market area, speak with the guards in the southwestern corner. They will escort you to the Proving Ground.

Proving Grounds





Runthrough (Proving Grounds)

Summary: Defeat four opponents in the arena to earn the Proving Helm.

A. Speak with the Proving Master.

B. Battle three opponents in the arena.

Proving Grounds Cheatsheet

Main Plot Quests

The Pride of Aeducan

Important NPCs

Bhelen (only if you attended the feast)

Proving Master

Trian (only if you attended the feast)

Key Items

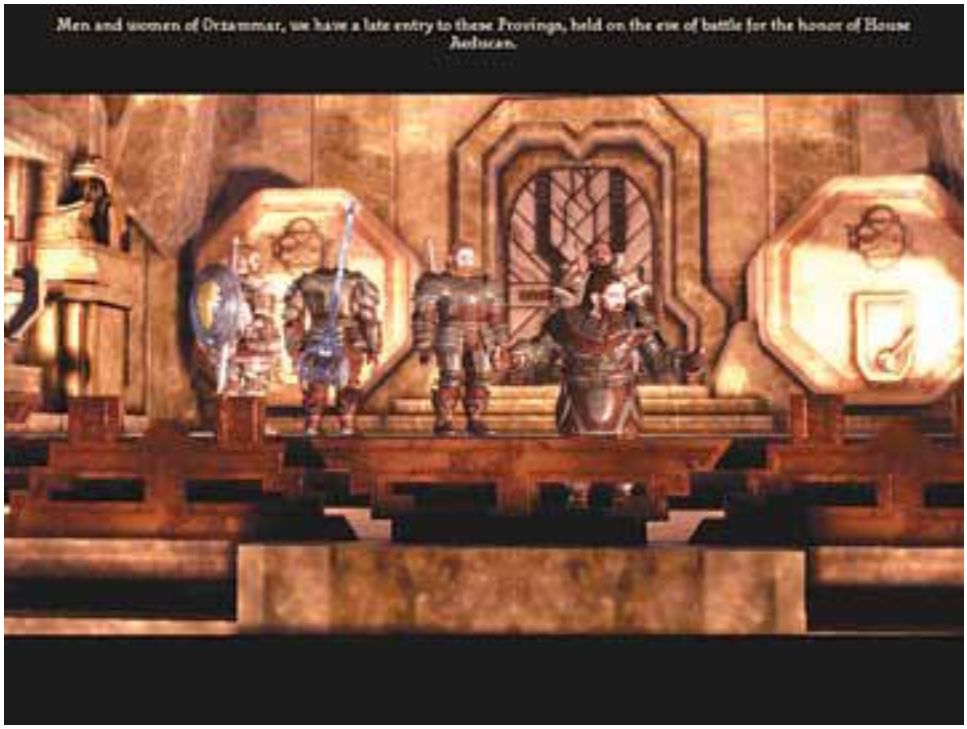
Proving Helm

Monsters

Proving Grounds Opponents

Side Quests

None



When you arrive at the Proving Grounds, talk to the Proving Master. You may either watch the

action or partake in it yourself. If you watch, talk to the royal escort guards when you are ready to leave. If you enter the arena, you must slay four opponents in a row. Do so to survive and earn a reward: the Proving Helm.



You should be able to beat the first opponent just by trading blows. The rest of your opponents get tougher. You may need to keep your distance and do some ranged attacks to help supplement damage, or rely on some healing poultices. Talents such as Dirty Fighting that stun your opponent prove invaluable.

Ruined Thaig



Runthrough (Ruined Thaig)

Summary: Find the Aeducan Shield while battling darkspawn and dwarven treachery.

A. Begin your journey into the Deep Roads and head into the nearby tunnel.

B. Meet Frandlin Ivo and have him join your party.

C. Meet the scout and have him join your party.

D. Fight through the genlocks and their traps.

E. Overcome the mercenary ambush.

F. Find the Thaig Chamber and solve the floor puzzle to gain the Aeducan Shield. Return to the crossroads and become unjustly imprisoned for the death of Trian.

Ruined Thaig Cheatsheet

Main Plot Quests

The Pride of Aeducan

Important NPCs

Frandlin Ivo

Key Items

Aeducan Shield

Monsters

Deepstalkers

Genlock Alpha

Genlocks

Giant Spider

Mercenaries

Side Quests

None



Your first quest against the darkspawn is to find the Shield of the Paragon Aeducan. The king and his council tell you that it's rumored to be in a ruined thaig, and it's your mission to return the shield for the greater glory of your family. Two scouts are already inside to aid you. Head toward the first crossroads (marked diamond B on the map) to rendezvous with the first scout, Frandlin Ivo. Beware of traps and enemies along the way.



Meet the first scout, Frandlin Ivo. Invite him to join your party so you are now three strong against the darkspawn forces.



Rendezvous with the second scout. Add him to your party and proceed to the west.



Your party has a tough battle ahead against a gang of genlocks and their genlock alpha leader. Beware of the traps they have set around the cavern. Avoid those while flanking whatever genlock charges at you, usually the genlock alpha. Coordinate your efforts on the charging genlocks, then go after one archer at a time until they're all down and out.



Over the stone bridge, you discover a band of mercenaries lying in wait for you. Don't get too confident and plow into the chamber. There are more mercenaries than members of your party. Plus, the mercenaries have set bear traps around the chamber to pin you in one spot, and they have a ballista aimed at the center to deal big damage (and knockdown) to anyone who enters its area of fire. Pull them toward the entrance and fight from cover there. Coordinate attacks on the nearest mercenary and work your way through them. If things look dire, save your health poultices for your PC and let your scouts fall. If you win, they will recover, albeit with some minor injuries. Because you're nearing the end, it won't matter too much. On one of the dead mercenaries you find a House Aeducan signet ring and figure it must have been given to the mercenaries by Trian to enter this place and lie in ambush.

Tip: You can use the ancient ballista to get access to another passage back to the meeting point. The bolt you need to fire it with is in the barrel behind the ballista the mercenaries are firing at you when you get ambushed. The passageway opened by the ancient ballista opens into the path filled with the deerstalkers.



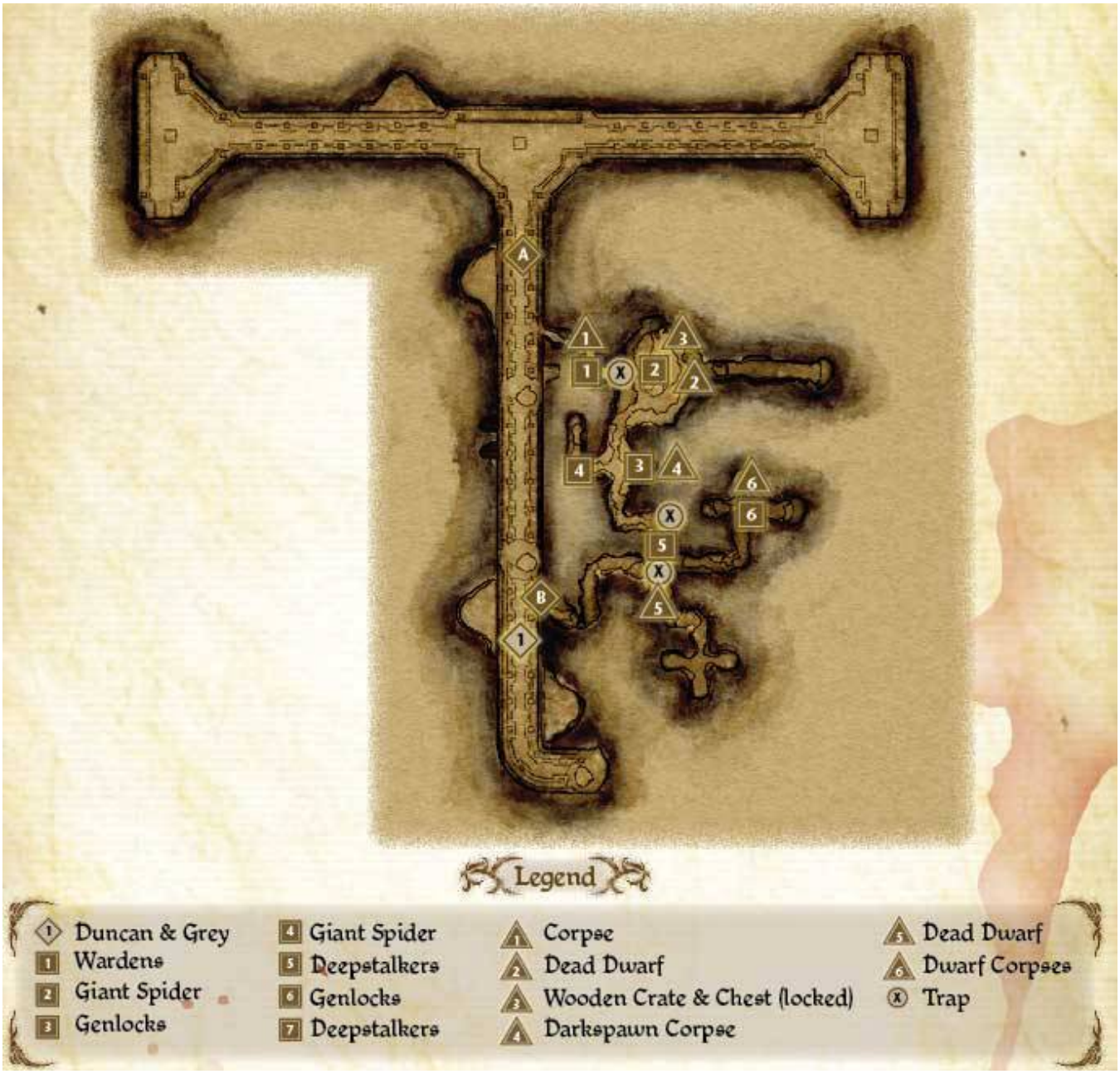
Enter the Thaig Chamber and solve the floor puzzle. Three of the stone tiles are different from the rest. Have each of your followers stand on a tile. This unlocks the sarcophagus in the middle and you are free to retrieve the Aeducan Shield inside. Only the PC can get the shield because you have the Aeducan signet ring. Prepare for a genlock ambush when you leave the shield chamber. Return to the crossroads (diamond B on the map, where you first met Frandlin Ivo) after you defeat genlocks. If you had decided to kill Trian earlier, Trian will be at the crossroads with his guards and you will have to fight and kill Trian. If you decided to wait to see how Trian would act, you come across Trian's dead body at the crossroads. The king and his entourage find you, and the two scouts betray you with lies about how you slew Trian dishonestly. You are dragged back to Orzammar Prison to await judgment.

Orzammar Prison



In prison, you get to say goodbye to Gorim one last time. Lord Harrowmont pronounces sentence on you and condemns you to exile in the Deep Roads until the darkspawn overrun you. You can either be defiant or proclaim your innocence. If you leave on good terms with Harrowmont, you will receive a slightly better dwarven longsword than the regular one the guard will hand to you.

Outskirts



Runthrough (Outskirts)

Summary: Survive darkspawn attacks and find the Grey Wardens.

A. Begin your journey into the outskirts of the Deep Roads.

B. Discover Duncan and the other Grey Wardens. Join their cause.

Outskirts Cheatsheet

Main Plot Quests

The Pride of Aeducan

Important NPCs

Duncan

Key Items

None

Monsters

Deepstalkers

Genlocks

Giant Spiders

Side Quests

None



At the entrance to the outskirts, take the tunnel to your left. Giant spiders, genlocks, and deepstalkers will harass your every step in these tunnels, but it's the only route to Duncan and freedom. Go slowly and try to take on one foe at a time, at least until you've scavenged enough equipment to gear up. There are a few traps set by genlocks; if you aren't a rogue and can't deactivate them, go even slower so you aren't caught unawares.

Tip: It's important to scavenge early in the outskirts. Because you have no quality armor or weapons, search for treasure often to upgrade to decent fighting gear.



Continue south through the tunnels until you exit them at the main corridor again. Duncan and the other Grey Wardens are here. Speak with Duncan and he will invite you into the Grey Wardens to continue your noble pursuits elsewhere in the human lands.

City Elf Origin

Home



Runthrough (Home)

Summary:

The player is a city elf living in the Alienage, a segregated community of elves within Denerim. Life in the Alienage allows some freedom, but not like that of the humans, because most city elves are servants. You begin on your wedding day, which is interrupted by an arl's son, and you set out to rescue the captured women (and yourself, if you're a female elf).

A.

Your father Cyrion is waiting here for any last minute questions you have before the wedding.

Home Cheatsheet

Main Plot Quests

Life in the Alienage—A Day for Celebration

Important NPCs

Cyrion

Shianni

Key Items

Adaia's Boots

Wedding Clothes in Footlocker

Monsters

None

Side Quests

None



Speak to your father Cyrion who will answer any questions you have, and explain to you that your arranged marriage is tradition. He also tells you to keep your combat training (which you received from your deceased mother) a secret. Lastly he gives you a gift left from your mother, Adaia's Boots. You can grab some wedding clothes from the nearby footlocker.

Elven Alienage





Runthrough (Elven Alienage)

Summary:

Your betrothed Nesiara is taken by an arl's son and you set out to rescue her (or rescue yourself, if a female elf).

A.

Nessa's family has been evicted and is moving. You can help them by giving them some silver.

B.

Meet with Soris and he joins up to go meet your bride-to-be (male elf) or groom-to-be (female elf).

C.

The arl's son Vaughan starts roughing up some elven women. Shianni knocks him out with a bottle and they leave. You meet your betrothed.

D.

You meet with Duncan to find out why he is here.

E.

The wedding ceremony is interrupted by the return of Vaughan with some guards. He knocks you out and takes the women (and you, if you're a female elf).

Male Elves only:

F.

Meeting of the elders to decide what to do.

G.

An elf servant sneaks you into the castle.

Elven Alienage Cheatsheet

Main Plot Quests

Life in the Alienage—A Day for Celebration

Important NPCs

Duncan

Nesiara (or Nelaros)

Nessa's Father

Shianni

Soris

Valendrian

Key Items

None

Monsters

None

Side Quests

None



Speak with Nessa's father and he tells you they have been evicted and have to leave. If you offer to help, you are turned down and wish them well. While leaving, the daughter asks you for help. You can give her 10 silver so that they can stay. The nearby couple (Dilwyn) will give you 15 silver for your wedding, so if you speak to them first, you can help Nessa.



You meet with Soris who doesn't sound pleased about his future "mouse" wife. He joins your party and you are tasked with meeting your future bride (or groom).



There is a disturbance here as the arl's son Vaughan starts pushing around some of the elven women. Shianni defends herself by knocking out Vaughan with a bottle, driving the humans away. Afterward Soris introduces you to the person you are marrying.



Speak with Duncan to find out why he is in the Alienage. He doesn't tell you much, but an elder shows up and tells you Duncan is a Grey Warden and a friend. Duncan is vague about what his business is here, but it can wait until after the wedding.



The wedding ceremony commences. Just after it begins, Vaughan returns with an armed escort. He knocks you out and takes the women (including you, if you're a female elf) back to the castle.

Note: This part of the origin story occurs only if you are playing a male elf. A female elf starts her rampage inside the mansion, as she is taken by the guards.



A crowd of elves has formed to decide what should be done. You can offer to go after the women, and an elf who serves inside the arl's estate will sneak you in.



You meet the elf servant who will sneak you through the gate to the arl's estate.

Arl of Denerim's Estate (Exterior)





Runthrough (Arl of Denerim's Estate: Exterior)

Summary:

After being snuck through the main gates, head through the courtyard of the arl's estate.

A.

When you reach the door to the arl's palace, the elf servant sees you off.

Arl of Denerim's Estate: Exterior Cheatsheet

Main Plot Quests

Life in the Alienage—A Day for Celebration

Important NPCs

None

Key Items

None

Monsters

Guards

Mabari

Side Quests

None



Once you reach the door to the arl's palace, the elf servant answers a few last questions and then leaves you. Try not to get into too much trouble on the grounds; it will only alert guards to your presence. Enter the door when you're ready to tackle the estate interior.

Arl of Denerim's Estate (Interior)



Runthrough (Arl of Denerim's Estate: Interior)

Summary:

Search the arl's estate for Vaughan and the captured elven maidens.

A.

The cook sees you and threatens to call for the guards, but his elven assistant knocks him out and lets you pass.

B.

A guard captain and two guards have just slain an elf maiden.

C.

Vaughan, his friends, and Shianni are here.

Arl of Denerim's Estate (Interior) Cheatsheet

Main Plot Quests

Life in the Alienage—A Day for Celebration

Important NPCs

Shianni

Key Items

None

Monsters

Bodyguard

Dog Trainers

Guard Captain

Guards

Lord Braden

Lord Jonaley

Mabari

Off-Duty Guards

Vaughan

Side Quests

None



A cook sees you and threatens to call for the guards, but his elven assistant knocks him out and lets you pass.



A guard captain and two guards make jokes over the body of one of the elf maidens. Be sure to remove the two guards first, because they will drop faster. Don't let them flank you early in the fight.



You finally meet Vaughan and two of his friends, Lord Jonaley and Lord Braden. Shianni is here as well. Vaughan, aware of what you have done to his guards to get here, tries to talk you out of killing him. If you take the deal and leave without the women, he will set the guards on you (and they'll take the money back if you don't hide it outside the arl's estate, where you can find it during the "Landsmeet" quest line later on). Soris will always be imprisoned if you take this route. Also, all your friends and family will hate you later on. If you don't take the deal, kill Vaughan and his men. Soris will leave to find the other women.

After the battle, you can speak to Shianni. She is beaten but will live, and she's happy that you took care of the humans. Soris returns with the other women and you leave the castle.

Ending

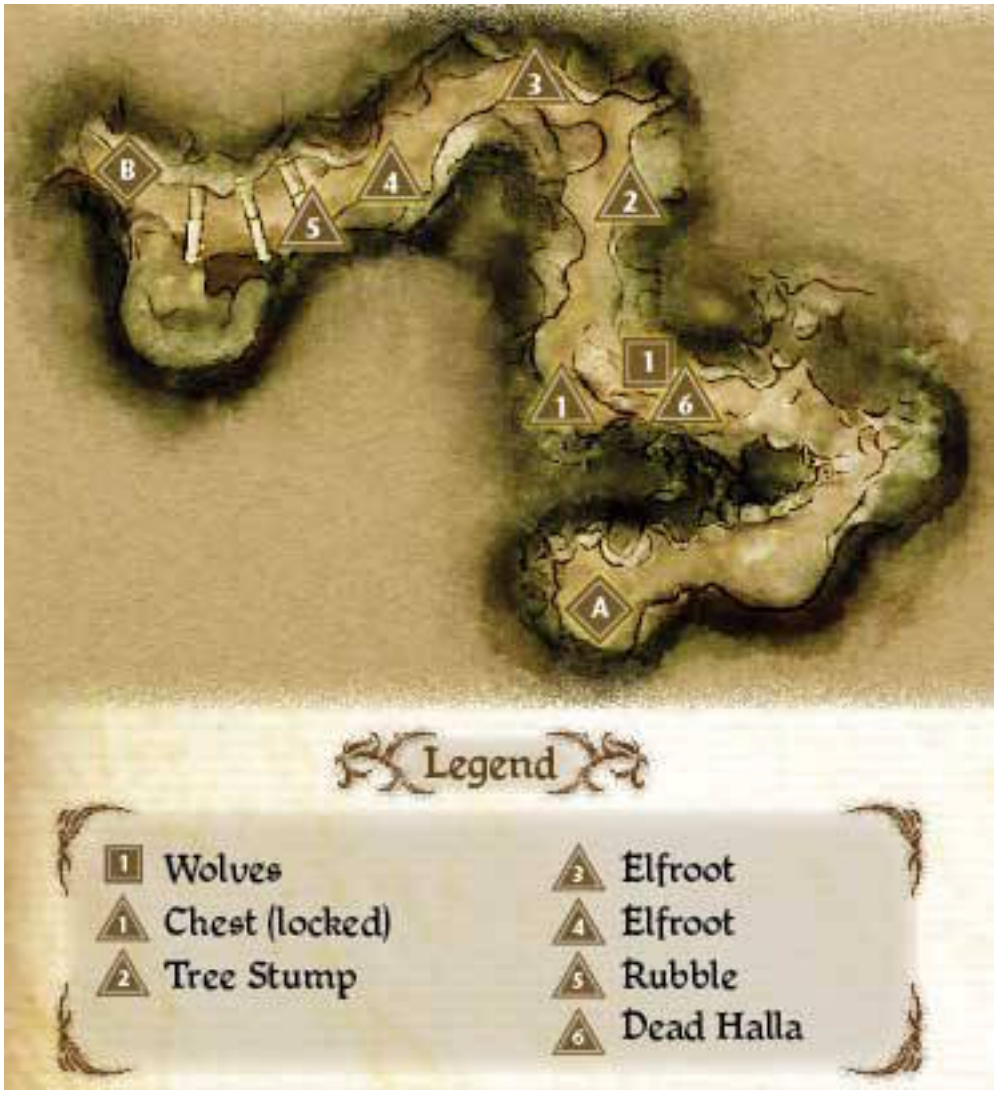




After returning to the Alienage, you inform the elder and Duncan of what happened. Shortly after, guards arrive demanding to know who is responsible for Vaughan's death. You can step forward to take the blame, and Duncan invokes the Grey Warden's right of conscription to take you out of their custody and to become a member of the Grey Wardens. Duncan allows you to say your goodbyes to anyone you want to in the Alienage and when you are ready to leave, speak with Duncan again.

Dalish Elf Origin

Forest Clearing



Runthrough (Forest Clearing)

Summary:

The player is a member of a traveling Dalish elf camp. While hunting with your friend Tamlen, you stumble upon three humans wandering about the woods.

A.

Interrogate the three wandering humans to learn about nearby elvish ruins.

B.

Stop at cave entrance. Tamlen wants to explore before going back for help.

Forest Clearing Cheatsheet

Main Plot Quests

A Child of the Dalish—The Lost Mysteries of the Ancients

Important NPCs

Tamlen (follower)

Key Items

None

Monsters

Wolf

Side Quests

None

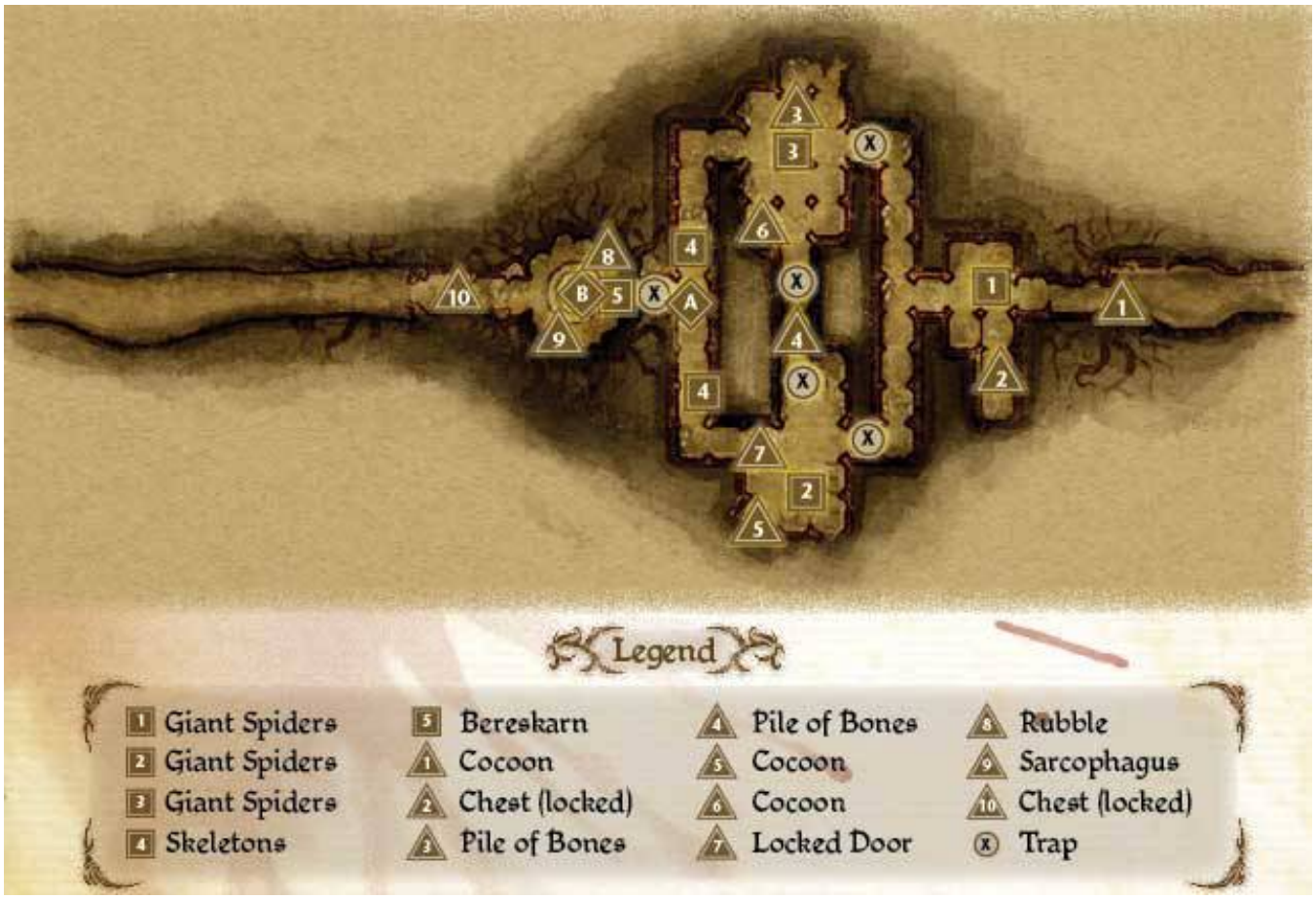


The Dalish Elf origin story starts with you hunting alongside your friend Tamlen. You run into three humans in the woods who claim they have been to nearby elven ruins. One of the humans gives Tamlen a carving with elven writing on it and claims a demon chased them away from the ruins. You can then release or kill the humans before going to explore the ruins.



You arrive at the cave entrance, which is unfamiliar territory for both of you. Tamlen wants to go inside and take a look before you go back to camp and tell anyone.

Elven Ruins



Runthrough (Elven Ruins)

Summary:

Alongside Tamlen, you explore the elven ruins.

A.

Tamlen discovers a statue that reminds him of ancient elven tales.

B.

Kill the bereskarn and then Tamlen inspects the mirror.

Elven Ruins Cheatsheet

Main Plot Quests

A Child of the Dalish—The Lost Mysteries of the Ancients

Important NPCs

Tamlen (follower)

Key Items

None

Monsters

Bereskarn

Giant Spiders

Skeletons

Side Quests

None



While exploring the elven ruins, Tamlen notices a statue that reminds him of ancient elven teachings. There is a large poison trap nearby and two skeletons rise and attack when you trigger it. Work as a team to dispatch the relatively easy skeletons.



When you open the door to the large circular chamber, a bereskarn attacks you. After killing it, you see a large mirror in the center of the room. There is a path leading out from the room, but if you try to leave, Tamlen will inspect the mirror. Tamlen seems entranced with the reflecting surface and walks up to touch it. He places his hand on it and begins to see things through it. Shortly after, Tamlen becomes frightened and an explosion knocks you out.

Dalish Elf Camp



Runthrough (Dalish Elf Camp)

Summary:

You wake up back at the Dalish Elf camp, with no memory of what happened since encountering the mirror with Tamlen.

A.

You wake up and are greeted by Fenarel.

B.

Talk to Fenarel and have him join you.

C.

Talk to Merrill when you are ready to leave camp and search for Tamlen.

Dalish Elf Camp Cheatsheet

Main Plot Quests

A Child of the Dalish—The Lost Mysteries of the Ancients

Important NPCs

Fenarel (follower)

Keeper Marethari

Merrill (follower)

Ilen (shop)

Key Items

None

Monsters

None

Side Quests

None



You wake up back at the Dalish Elf camp, with no memory of what happened since encountering the mirror with Tamlen. Fenarel asks you how you feel and tells you that you were brought to camp two days ago by a human Grey Warden named Duncan. You speak with Keeper Marethari who has used her powers to help you recover from the dark curse you received from the mirror. You are told to meet with Merrill and go find Tamlen.



After speaking with the Keeper, you can talk to Fenarel and find out that he wants to help find Tamlen too. Speak with the Keeper and she will allow him to go with you.



Talk to Merrill when you are ready to leave camp and go look for Tamlen.

Return to the Forest Clearing



Runthrough (Return to the Forest Clearing)

Summary:

You join Merrill (and possibly Fenarel) to search for Tamlen.

A.

Genlock ambush.

B.

Find a campsite and another genlock ambush.

Return to the Forest Clearing Cheatsheet

Main Plot Quests

A Child of the Dalish—The Lost Mysteries of the Ancients

Important NPCs

Fenarel (follower)

Merrill (follower)

Key Items

None

Monsters

Genlocks

Side Quests

None

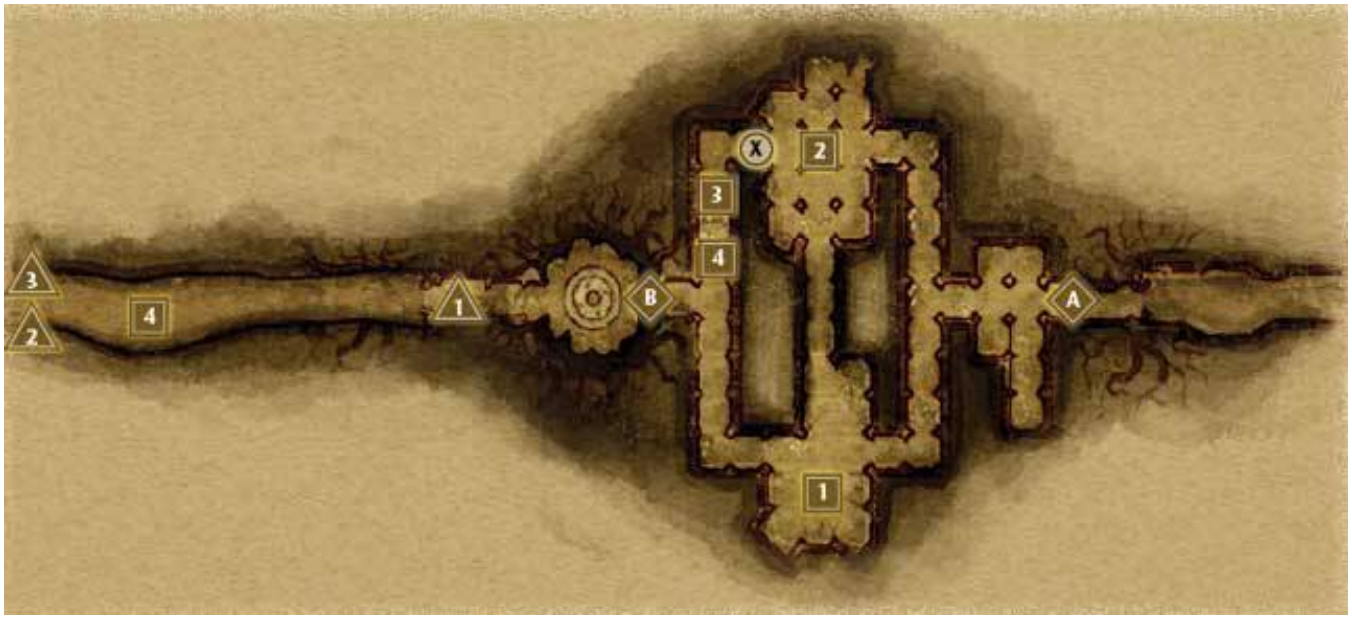


You are ambushed by two genlocks. Concentrate fire on one of the genlocks to bring it down first. You shouldn't need any healing if you coordinate your efforts.



You find a fresh campfire and are ambushed by more genlocks. Repeat the same battle tactics as the first genlock skirmish.

Return to the Elven Ruins





Runthrough (Return to the Elven Ruins)

Summary:

You return to the elven ruins to find Tamlen

A.

Merrill observes the ruins.

B.

Meet with Duncan to find out what happened.

Return to the Elven Ruins Cheatsheet

Main Plot Quests

A Child of the Dalish—The Lost Mysteries of the Ancients

Important NPCs

Fenarel (follower)

Merrill (follower)

Duncan

Key Items

None

Monsters

Genlock Emissary

Genlocks

Skeletons

Skeleton Archers

Side Quests

None



You return to the ruins. Merrill doesn't think the chances are good that Tamlen is still alive.



Duncan is waiting for you in the Mirror Chamber. You find out that the mirror is responsible for the darkspawn and that Tamlen will not be saved. Duncan also tells you that you have the darkspawn plague and that the Keeper has helped you recover from it, but you are not cured. He smashes the mirror to prevent any more damage from the foul thing and bids you to return to camp. You can look around more if you wish before returning.

Return to Dalish Elf Camp





Runthrough (Return to the Dalish Elf Camp)

Summary:

After you return from the ruins with Duncan, the Keeper speaks with him to find out what happened.

A.

Talk to the Keeper. She leaves with Duncan and tells you to speak with Hahren Paivel about funeral services.

B.

Talk to Paivel and arrange a funeral for Tamlen.

C.

Talk to Duncan and leave with him to join the Grey Wardens.

Return to the Dalish Elf Camp Cheatsheet

Main Plot Quests

A Child of the Dalish—The Lost Mysteries of the Ancients

Important NPCs

Fenarel (follower)

Keeper Marethari

Merrill (follower)

Ilen (shop)

Duncan

Paivel

Key Items

None

Monsters

None

Side Quests

None



You return from the ruins with Duncan. You tell the Keeper that Tamlen is gone and Duncan has smashed the mirror so that no more darkspawn can come through. The Keeper wants to speak to Duncan about what happened and tells you to find Paivel and arrange funeral services for Tamlen.



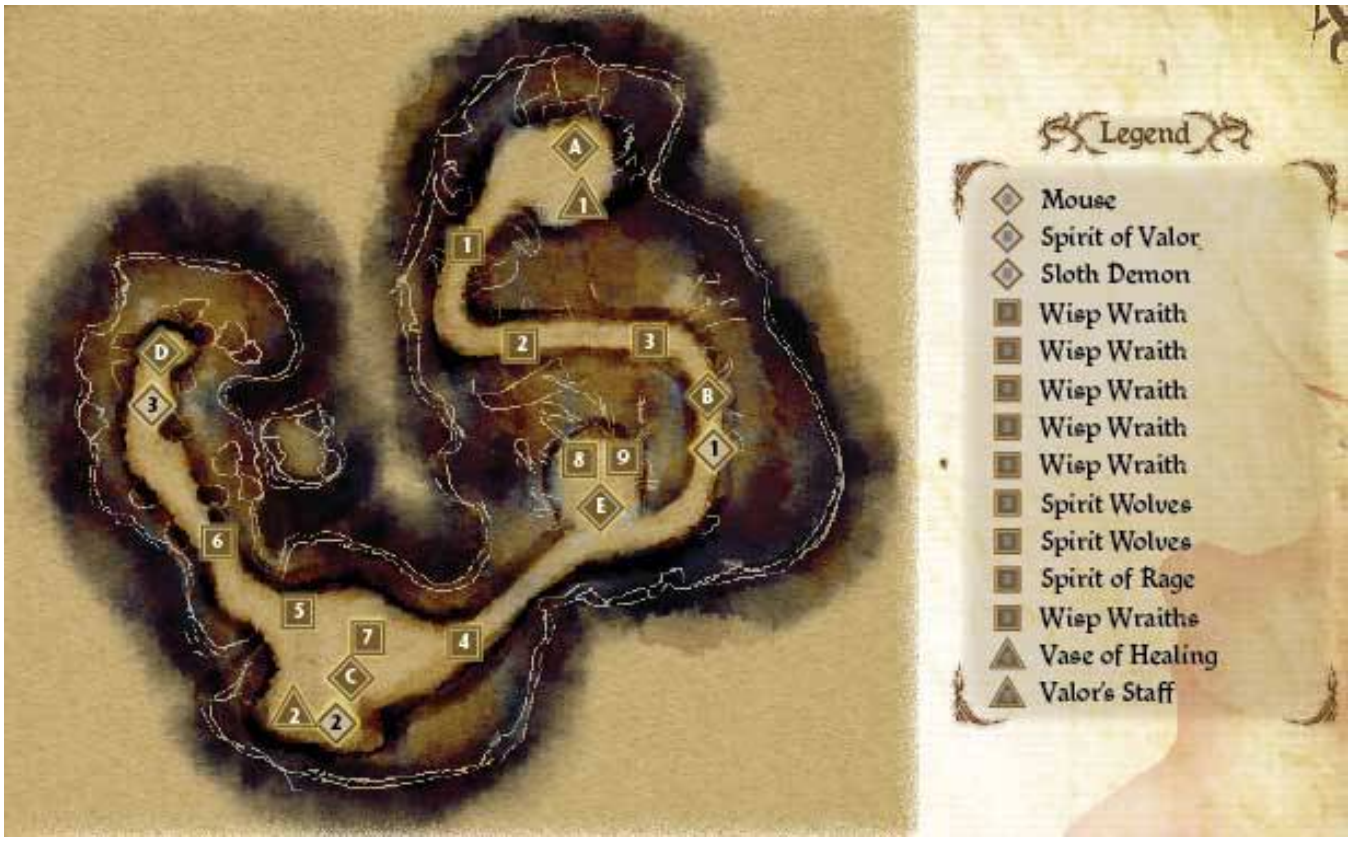
Talk to Paivel and tell him Tamlen's fate. Deliver the Keeper's request for a funeral for Tamlen.



Duncan invites you to join the order of the Grey Wardens. This is the only way you can be cured of the darkspawn plague. You have to leave your friends at the camp and journey to a strange place: Ostagar.

Mage Origin

The Harrowing



Runthrough (The Harrowing)

Summary:

All mages must enter the demon dream realm, the Fade, and test themselves in a dangerous ritual called the Harrowing. You must defeat a demon in the hellish dreamscape to survive.

A.

You enter the Fade. The Harrowing has begun.

B.

Meet Mouse and listen to his experiences in the Fade.

C.

Retrieve Valor's Staff from the Spirit of Valor (through dialogue or battle).

D.

Defeat the sloth demon and gain bear form for Mouse.

E.

Defeat the Spirit of Rage and escape the Fade.

Harrowing Cheatsheet

Main Plot Quests

In the High Tower of the Mages

Important NPCs

Irving

Greagoir

Mouse

Spirit of Valor

Sloth Demon

Key Items

Valor's Staff

Monsters

Wisp Wraiths

Spirit Wolves

Spirit of Rage

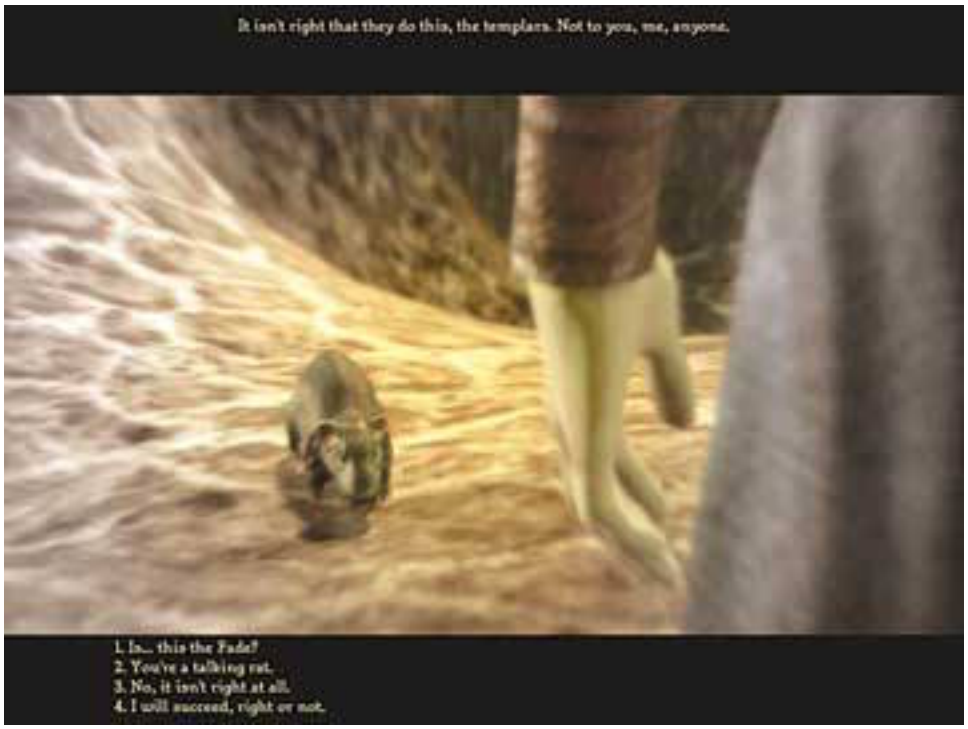
Side Quests

None



As an apprentice in the mages' Circle Tower, you must undergo the ritual of the Harrowing. Every mage channels great power, but also risks possession by the demons of the dream realm called the Fade. First Enchanter Irving and Knight-Commander Greagoir, leader of the Chantry templars, send you into the Fade to conquer your fears and master the powers within yourself. You unlock the Harrowing codex entry as soon as you arrive. Before you leave the area, make sure you access the Vase of Healing to your left and add three shimmering orbs of light to your inventory. The orbs act like health poultices in the Fade (These are health poultices in the console version of the game). Also, if you click on the disturbing statue on the stone landing, you unlock the Beyond the Veil: Spirits and Demons codex entry.

As you descend the path from the starting area, you'll encounter your first monster: a wisp wraith. These wraiths can fire an electrical barrage at you, so return fire with Arcane Bolts quickly. The wisps move about, sometimes retreating, so you can supplement Arcane Bolt with other spells such as Lightning or Winter's Grasp while you wait for Arcane Bolt to recharge. If you've chosen Heal, mix a healing spell into your rotation should your health drop below 50 percent. You'll fight several more wisps in the Fade so pick a spell rotation that works for you and stick with it.



You meet Mouse here. Speak with him about the Fade and he tells you about your test against a demon that hunts you and the other spirits lurking about. Mouse offers to tag along on your journey (but he doesn't join your party), and he'll give you hints as you wander through the Fade. If you would like to unlock the Lyrium codex entry, examine the lyrium vein in the fiery grotto to the right after meeting Mouse.



In the southern alcove, the Spirit of Valor stands proud. Through sheer force of will, the Spirit of Valor creates ethereal weapons in the Fade to show his prowess. You need one of these weapons, Valor's Staff, to defeat the threat ahead. You can gain the staff in one of two ways: 1) Talk the Spirit of Valor into giving it to you; or 2) Duel the Spirit of Valor for it. If you want to skip the combat (the spirit is no slouch!), speak with the spirit until the Willpower dialogue choice appears. After that, ask the spirit to help you against the demon threat in the Fade and he will give you Valor's Staff. If not, accept the spirit's duel request and you'll fight. Rely on whatever spell rotation has worked for you against the wisps; however, this battle will be closer than your ranged battles against the wisps, so you can cast spells such as Flame Blast that have a shorter range. Once you defeat the spirit, he hands you Valor's Staff. As a bloodthirsty option, if you chose to duel the Spirit of Valor and beat him, you can attack him again to kill him permanently.

Tip: At any point during a fight, don't hesitate to use a shimmering orb of light to gain health. The orbs only work in the Fade, so you cannot use them back in the real world.



At the far edge of the Fade, you meet a sloth demon. The demon wants nothing to do with you really, he's content to lie around and do nothing. You need to convince him to help you out by teaching Mouse the demon's bear form. Mouse will then join your party and fight as a bear. You can do this in one of two ways: 1) Solve the sloth demon's three riddles. The answers are: a map, my tongue, and a dream; or 2) Fight the sloth demon and defeat it. Note that if you fail to answer one of the riddles correctly, you must fight the sloth demon to earn Mouse the bear form.

Caution: When you double-back to your final challenge, beware of a spirit wolf ambush in the Spirit of Valor area (marked square 7 on the map). Four spirit wolves will appear out of nowhere and test your partnership with Mouse in combat. Target the same wolf together and you will bring them down faster.

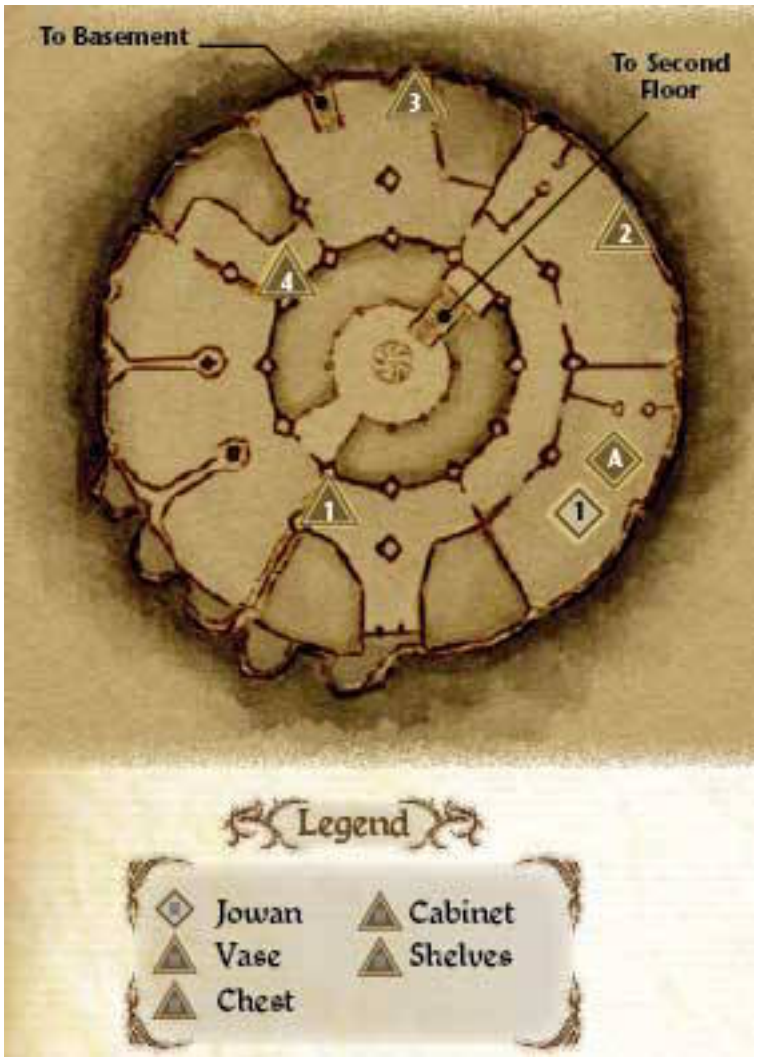


Though it wasn't there when you first passed the fiery grotto, the Spirit of Rage has now decided to take form and challenge you directly. No matter your dialogue with the demon, the outcome is a fight to the death. Fortunately, you have Mouse and his bear form on your side. When the demon attacks, let Mouse grab the initial threat and tank the Spirit of Rage. You'll survive longer if the spirit's attacks are concentrated on the tougher bear. If you have Heal, pop a few off on Mouse to keep him healthy, then throw offensive spells at the demon as often as possible. If the spirit attacks you, use your remaining shimmering orbs to stay in the fight.

The Spirit of Rage brings four wisp wraiths with it to the fight. Though the wisps will hit you with damage from time to time, ignore them and concentrate all firepower on the demon. When the demon falls, the encounter ends and wisps disappear.

After the fight, Mouse congratulates you on finally destroying the demon that has tormented him for so long. But you sense something is not right. Eventually your dialogue will uncover that Mouse is not what he seems to be. He is not a helpless soul lost in the Fade, but rather a power-hungry demon looking for a way out with your unwitting help. It turns out that Mouse is your true test in the Harrowing. That you are able to resist the temptation and careless trust that Mouse symbolizes means you are finally ready to become a mage.

The Circle Tower





Runthrough (Circle Tower)

Summary:

After surviving the Harrowing in the Fade, you return to the Circle Tower. You become involved in a plot to free your friend Jowan from his mage responsibilities so he can marry his love, Lily.

A.

You wake up back in the Circle Tower. Your Harrowing is finished, and Jowan lets you know Irving is looking for you.

B.

Answer First Enchanter Irving's summons in his room.

C.

Escort Duncan back to the guest quarters.

D.

Speak with Jowan and Lily in the chapel.

E.

Obtain the rod of fire.

Circle Tower Cheatsheet

Main Plot Quests

In the High Tower of the Mages

Important NPCs

Jowan

Owain

Irving

Greagoir

Duncan

Lily

Leorah

Key Items

Magic Staff

Mage Robes

Ring of Study

Rod of Fire

Monsters

Giant Spiders

Poisonous Spiders

Side Quests

Spider Caves



You wake up in your own bed after the Harrowing. Your friend Jowan lets you know that First Enchanter Irving would like to see you. He's on the second floor (marked diamond B on the map). You can tell something is bothering Jowan, but he says he'll speak with you later about it. Be sure to check out a few of the loot spots on the first floor for some more goods for your inventory.



Head upstairs to the second floor and seek out Irving here. Along the way, examine the treasure spots on the second floor, mostly to unlock codex entries. Irving is in a meeting with Greagoir and Duncan, a member of the famed Grey Wardens who safeguard the land against the darkspawn. Question Irving and Duncan for some good information about the Circle and the coming war. At the end of the conversation, Irving asks you to escort Duncan back to the guest quarters, but not before he gives you a Magic Staff, Mage Robes, and Ring of Study. You now have some magic items to beef up your wardrobe.



Run Duncan back to the guest quarters. When you spoke with Duncan earlier, you automatically unlocked the Duncan codex entry, and now you unlock the Grey Wardens entry when you reach his chambers. You can question Duncan more about what's going on outside the tower, the king's army, blood magic, the Tranquil and more. You unlock the Darkspawn codex entry if you listen to Duncan's tale about the foul creatures.



Jowan will be waiting for you outside Duncan's room. Speak with him and he'll take you to the back corner of the chapel for a private talk. He introduces you to his lady love, Lily, a Chantry initiate. Their love is forbidden by tower rule. They ask you to join them in a scheme to free both of them from the tower. Jowan and Lily plan to slip into the basement, destroy Jowan's phylactery so he can't be tracked by the templars, and escape from the tower. Jowan claims that the mages want to turn him into a Tranquil against his will. In order to break into the phylactery vault, they ask you to obtain a rod of fire from the stockroom.



Visit Owain at the stockroom and ask for the rod of fire. You learn that the rod can only be released with signed papers from a senior enchanter. There are two main methods of obtaining the release form signature. You can return to Irving and spill the beans on the plan. Irving will ask you to betray the pair, but only after he signs the form and instructs you to carry out their scheme so he can catch them at the end red-handed. You can also engage him in conversation in the library and humor him to get the release form.

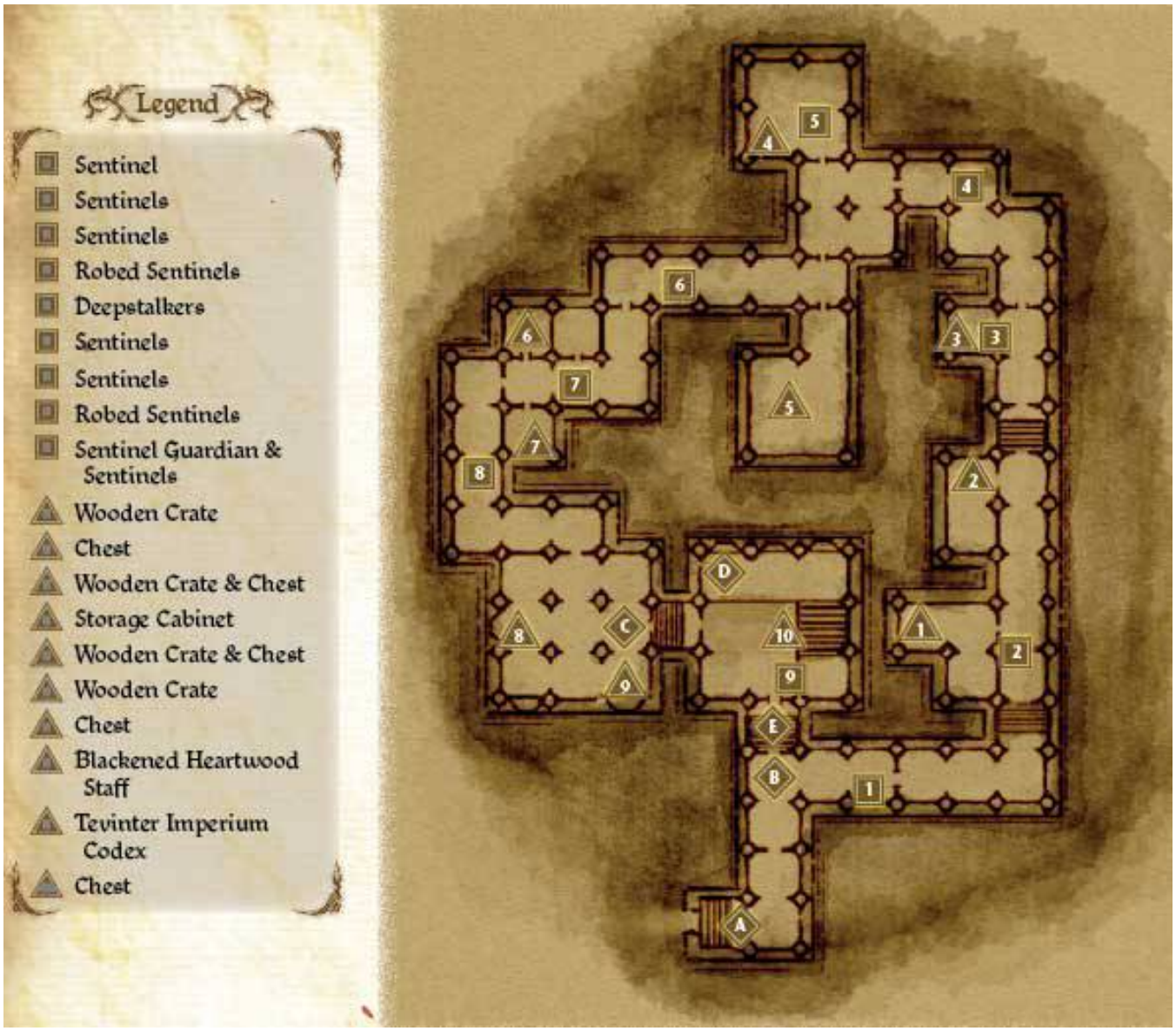
If you want to bypass Irving altogether, seek out Senior Enchanter Leorah and interrogate her about why the storage caves are locked (marked square A on the map). She will tell you about the spider infestation. Enter the spider cave and kill all the spiders. Upon doing so, Leorah will sign the release form. If you already have the form signed, she will give you some potions instead.

If you want to do the "Spider Caves" side quest, do not return to Jowan and Lily until after you've completed the quest. Once Jowan and Lily join your party, it is too late to vanquish the spiders.

Once you have a signed release form, return to Owain and he will give you the rod of fire. With the rod in hand, seek out Jowan and Lily in the chapel and trigger the final stage of the quest in the basement.

The Repository





Runthrough (Repository)

Summary:

You must stage a break in to the repository so that Jowan can destroy his phylactery. The couple plans to escape, but there are many surprises in store.

A.

Enter the basement with the rod of fire and Jowan and Lily in your party.

B.

Attempt to break through the magical door.

C.

Reach the repository.

D.

Slay the sentinel guardian.

E.

Try to escape.

Repository Cheatsheet

Main Plot Quests

In the High Tower of the Mages

Important NPCs

Jowan

Irving

Greagoir

Duncan

Lily

Key Items

Rod of Fire

Blackened Heartwood Staff

Monsters

Sentinels

Robed Sentinels

Deepstalkers

Sentinel Guardian

Side Quests

None



You, Jowan, and Lily should enter the basement with the rod of fire. Open the Victim's Door a few paces into the basement with your magic touch and Lily's sweet tongue. It's a long trek to the repository proper, so pace yourself. Heal after each fight and save your health poultices and lyrium potions for key moments.



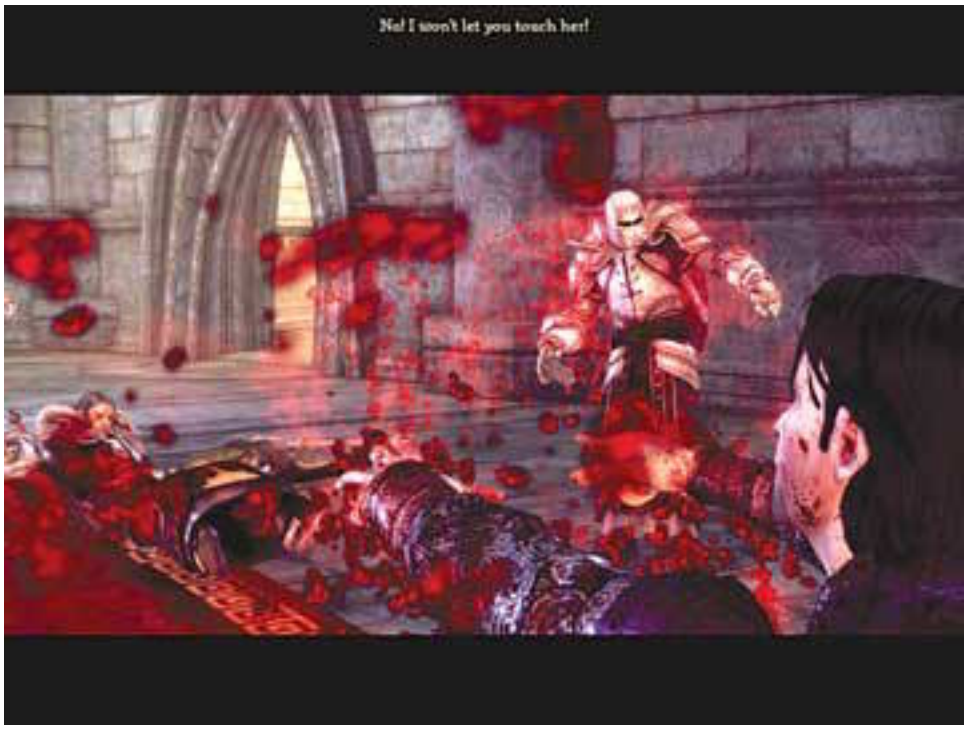
Use the rod of fire on the magic door here. Alas, it won't work due to the anti-magic field in the immediate area. You have to find a way around to the other side of the basement. Continue to follow the corridor to your right and keep an eye on the statue in the hallway. It's actually a magical sentinel and will animate after you melt the door lock with the rod of fire. Defeat the sentinel and watch for more defenders as you continue through the passages.



After battling through most of the basement, you finally reach the repository. Search the chest and statue in the room to gain a magic staff and a new codex entry. Once you are ready to break into the phylactery vault, examine the bookcase on the eastern wall. You notice a weak spot in the wall behind it. Together you and Jowan slide the bookcase out of the way. Next, examine the dog statue directly in front of the bookcase. By using the rod of fire on the statue, you can blast a hole through the repository wall and into the phylactery vault.



Enter the repository and prepare for a difficult fight. Two sentinels swarm you, followed by the sentinel guardian. Dispatch the two sentinels first, then gang up on the guardian. It will take several Heal spells, and probably a few health poultices and lyrium potions to deal enough damage to kill the guardian. Lily's Dirty Fighting will stun the guardian, and it's very useful to back away momentarily, heal up, and coordinate a new round of attacks on your foe.



When you finally defeat the sentinel guardian, climb the stairs and find Jowan's phylactery on the end. Jowan will destroy it

Leave via the magic door (now unlocked) that you originally couldn't get through because of the anti-magic field. Return to the basement entrance and head back up to the first level. Irving and Greagoir intercept you as soon as you arrive topside. They expose the whole plot. Greagoir orders the templars to imprison Lily, and Jowan, in his anger, reveals the full extent of his blood mage power. He kills several templars and rushes out of the tower after a shocked Lily scorns his evil-doing. Greagoir and Irving question you. It's possible to keep the Blackened Heartwood Staff if you use Persuade skill and say that you didn't steal anything from the repository. As Greagoir and Irving argue over what to do with you, Duncan arrives and insists on recruiting you to the Grey Wardens. Irving sides with Duncan—you did not, after all, know that Jowan was a blood mage—and you are sent with the Grey Warden to Ostagar. Your power will be better served outside the tower.

Human Noble Origin

Castle Cousland by Day



Runthrough (Castle Cousland by Day)

Summary:

The player is the son or daughter of Byron Cousland, the Teyrn of Highever. His/her father and older brother are going off to join King Cailan at Ostagar on the morrow—or so they think. During the day, things are peaceful; giant rats in the kitchen pantry are the only enemies to fight.

A.

Talk to your father, Arl Howe, and the Grey Warden Duncan. Your father asks you to speak with your brother Fergus.

B.

You meet Ser Roderick Gilmore. He asks you to head to the kitchen to deal with your Mabari war hound that is supposedly terrorizing the staff. Ser Gilmore joins your party temporarily.

C.

After speaking with Nan, enter the pantry and join up with your dog. He has actually been guarding the kitchen against a giant rat invasion. Slay the giant rats and earn some small rewards.

D.

Speak with your mother and her guests Lady Landra, Iona, and Dairren. If you have any other business in the castle, conduct it before finding your brother.

E.

Give Fergus your father's message about leaving early for the war. Your father and mother join you at the end of this conversation, and when you leave the room, the night portion of the adventure begins.

Castle Day Cheatsheet

Main Plot Quests

The Couslands of Highever

Important NPCs

Teryn Cousland (father)

Arl Howe

Duncan

Ser Gilmore (follower)

Dog (follower)

Teryna Eleanor (mother)

Fergus (brother)

Key Items

None

Monsters

Giant Rats

Side Quests

Sweet Iona (or Sweet Dairren)

The Human Noble origin story takes place in Castle Cousland in two parts: day and night. In this section (day), you can talk with friends and family around the castle, learn about your family's place in the world events, and collect some experience points and treasure before the action gets intense. Explore the entire castle before speaking with Fergus (diamond E) or you will lose your chance and trigger the night's events.



You begin the game in conversation with your father, Teryn Cousland of Highever, and his ally Arl Howe. Your father explains that he would like you to stay home and guard the castle while he and your brother, Fergus, head off to join King Cailan's army at Ostagar. He asks you to take a message to your brother: Fergus is to leave ahead of your father and press for Ostagar sooner than expected.

Midway through the conversation, Duncan, a member of the famed Grey Wardens who pledge their service against the darkspawn, enters the main hall. All your dialogue choices here will result in the same: You gain a short quest to speak with Fergus and unlock the codex entries for Highever and Duncan.



At this point you are free to explore the castle. If you are a rogue, make sure you visit the locked rooms in the castle's eastern half to gain a tiny bit more experience and extra loot (marked triangles 2–5 on the map). Leave from the door in the north if you'd like to pursue some more of the main origin story. At the intersection just to the west, Ser Roderick Gilmore intercepts you. Apparently, your Mabari war hound is up to no good in the kitchen. Ser Gilmore joins your party for the "Mischief in the Larder" quest and the two of you head off.



Head north and take the first door on the left. Talk with Nan and she'll holler a bit about your dog locked in the pantry behind her. Once you calm her down, you can enter the pantry and Dog joins your party (you can name the Mabari hound whatever you like; we'll call him Dog for the purposes of the walkthrough). It turns out the pantry has an infestation of giant rats, which attack shortly after you enter. Together, you, Ser Gilmore, and Dog battle the giant rats in your first combat encounter. You should have no problem squashing them all, but if you run into any trouble, remember to pause the battle and issue precise orders to each of your party members. You start with three lesser health poultices, so use one if your health gets low.

Ser Gilmore leaves the party after you slay the giant rats. By finding Dog, you unlock the Dogs in Ferelden codex entry, and don't forget to raid a special crate and sack in the pantry for some minor rewards.



Your mother, Teryna Eleanor, chats here with guests Lady Landra, her lady-in-waiting Iona, and her son Dairren in the hallway. Engage in a few pleasantries, and shortly Lady Landra will excuse herself, and Iona and Dairren will retire to the study (the small room south of Aldous's library).

Caution: After you talk to your mother and her guests, you are free to speak with your brother in the southwest wing. However, once you do that, day ends and night begins. You will be unable to complete most of the encounters around the castle. Talk to all NPCs and explore all rooms before speaking with Fergus.

Once you say goodbye to your mother, go back into the castle and explore anywhere you haven't yet. Highlights include praying (or not) with Mother Mallol in the chapel (marked

diamond 9 on the map), which unlocks the Maker and Commandments of the Maker codex entries; catching two guards gambling at the guard post outside the treasury (diamond 10); and learning about history from Scribe Aldous (diamond 11), which unlocks the Geography of Ferelden and Noble Families of Ferelden codex entries. If you're the flirtatious type, you can also seduce either Iona or Dairren (gender preference doesn't matter). Both are in the study (marked square 1). Talk with either and always choose compliments throughout the dialogue. When the dialogue option pops up to invite them back to your room, choose that and you'll have a bedroom encounter at night. If you try to meet up with both of them, however, they will take offense and leave you with the cold shoulder.



When you are finally ready to talk to Fergus, head to the room in the far southwest corner (marked diamond 12). Give Fergus your father's message and talk with his family for a bit. Your father and mother join you at the end of the conversation, and you have a warm family moment—unfortunately, it will be your last! Treasure it, for when you leave the room, day ends and night begins in the castle.

Castle Cousland by Night



Runthrough (Castle Cousland by Night)

Summary:

Unbeknownst to the Couslands, their long-time rival and ally, Arl Howe, has conspired to lay siege to the castle. Before the night is over, your mother and father will be dead, your brother's family will be murdered, and you will be conscripted into the Grey Wardens to save your life.

A.

You are under attack! Defend yourself with Dog at your side.

B.

Defeat Howe's men in the hallway and join your mother. Teryna Eleanor becomes a member of your party.

C.

When your mother pauses to speak with you, ask her what else you can do. She will give you the treasury key. Recover the family sword and shield from inside the treasury.

D.

Fight to the main hall. Ser Gilmore holds the doors and tells you that your father escaped to the pantry.

E.

Battle to the pantry. Your father lies mortally wounded, and your mother chooses to stay by his side in the final moments before Howe's men overrun the castle. Duncan enlists you in the Grey Wardens and convinces you to flee to safety.

Castle Night Cheatsheet

Main Plot Quests

The Couslands of Highever

Important NPCs

Dog (follower)

Teryna Eleanor (follower)

Ser Gilmore

Teryn Cousland (father)

Duncan

Key Items

Family Sword

Shield of Highever

Monsters

Howe Soldiers

Howe Archers

Side Quests

The Cousland Treasury

The Human Noble origin story takes place in Castle Cousland in two parts: day and night. In this section (night), you battle for survival against Arl Howe's brutal treachery. You must escape the castle and join Duncan on the road to becoming a Grey Warden.



Night falls, and you awake to Dog barking at your bedroom door. When the door opens a Howe archer kills Iona or Dairren (if you seduced them) or a servant warning you. Another Howe soldier charges at you. Dog and you must fight off the first two of Howe's men while gathering your wits and clothes.

Tip: You don't have to slug it out with Howe's men naked. Hit your Inventory button and put on armor and weapons in the middle of the fight!



Two more of Howe's men stand at the southern portion of the hallway in front of your mother's room. If you don't want to engage them right away, lure the first two enemies into your room to fight. After you slay the second two, your mother rushes out of her room and the two of you figure out that Howe's men have besieged the castle. Unfortunately, they have already killed Fergus's wife and child. Your father and brother are missing.

Tip: Besides gathering loot from the downed soldiers, don't forget to raid the chests in both your room and your mother's room. With so little in your possession during this attack, every little bit counts and some better weapons are stashed in the chest in your mother's bedroom, including a longbow that she's rather good at using.



After wading through the first wave of Howe's men, your mother stops you in the corridor outside the southwest wing. When the dialogue choice, "Is there nothing else we can do?" comes up, choose that. It opens "The Cousland Treasury" side quest. Even though it's a side quest, treat it like the main story. You want the sword and shield in the treasury, and you certainly don't want it to fall into Howe's grimy hands. Before you leave, search the knight's corpse in the circular room to your left for some loot.

Battle through to the treasury (marked square A on the map) and recover the family heirlooms. Be careful, though, at the following intersection (square 4). A large group of Howe's soldiers patrol to the north and south of here. An unarmed castle worker will run in your direction, and if you try to persuade him, you can get him to join with some other Cousland loyalists to fight Howe's men to the north. You can either slay the south enemies (including those at square 5) and make a run for the treasury, or take on the enemies up north too.



After gaining the family sword and shield, walk back up the corridor to the main hall to the northeast. Watch out for more of Howe's men along the way. Inside the main hall, Ser Gilmore and a handful of men hold the room against Howe's forces. Swarm into the room to aid Ser Gilmore. Keep him alive as best as you can. Generally, your party should attack as a group on any soldier slashing at Ser Gilmore. Howe's men have a single Howe mage in the midst, and the mage's Lightning attacks can devastate the Cousland side. As soon as you spot the mage, charge the spellcaster and strike him down quickly. Even if you use up a few lesser health poultices to bring down the mage, it's worth it. Once the battle ends, Ser Gilmore tells you that your father has been badly wounded and went to the pantry near the secret escape out of the castle.



Fight toward the kitchen pantry, where you and Dog fought the giant rats earlier. You meet your first ranked foe in the enemy group outside the kitchen door: the Howe knight. Concentrate your party's attacks on the lesser Howe men first to reduce the strikes against you. When the Howe knight remains, gang up all three of your attacks on him and let Dog take most of the beating at first. Step in when Dog's health gets low and take the remaining knight damage on yourself. When your health gets low, pop a health poultice.

Slay the Howe knight and his gang and you can reach the pantry. The teryn lies mortally wounded on the floor. There will be no escape for him. Your mother chooses to fight by his side to the death, no matter how much you plead. Duncan arrives and offers you a chance to escape: Join the Grey Wardens with him and he will guide you to safety outside the castle. Your father and mother agree as it is the only hope for their child. You are on the road to Ostagar, where the Grey Wardens gather for King Cailan, and it will become even more dangerous than Castle Cousland soon enough.

Ostagar

Note: After your origin story, all characters arrive in Ostagar with Duncan. You must complete the quests leading up to becoming a Grey Warden to advance out into the full world map.

King's Camp



Runthrough (King's Camp)

Summary:

Duncan recruits you to join the Grey Wardens. He takes you to Ostagar to meet King Cailan and prepare for your initiation into the Grey Wardens.

A.

You meet King Cailan and learn that the fight against the darkspawn is going well, though Duncan fears it isn't as easy as it seems. Duncan tells you to look around the camp and find Alistair.

B.

A soldier here will greet you and give you basic directions and info about the camp.

C

Meet Alistair.

D.

Speak with Duncan and get your mission out into the Korcari Wilds.

E.

The guard at the gate lets you out of camp.

King's Camp Cheatsheet

Main Plot Quests

Joining the Grey Wardens

Important NPCs

Alistair

Duncan

Daveth

Jory

King Cailan

Wynne

Key Items

None

Monsters

None

Side Quests

Hungry Deserter

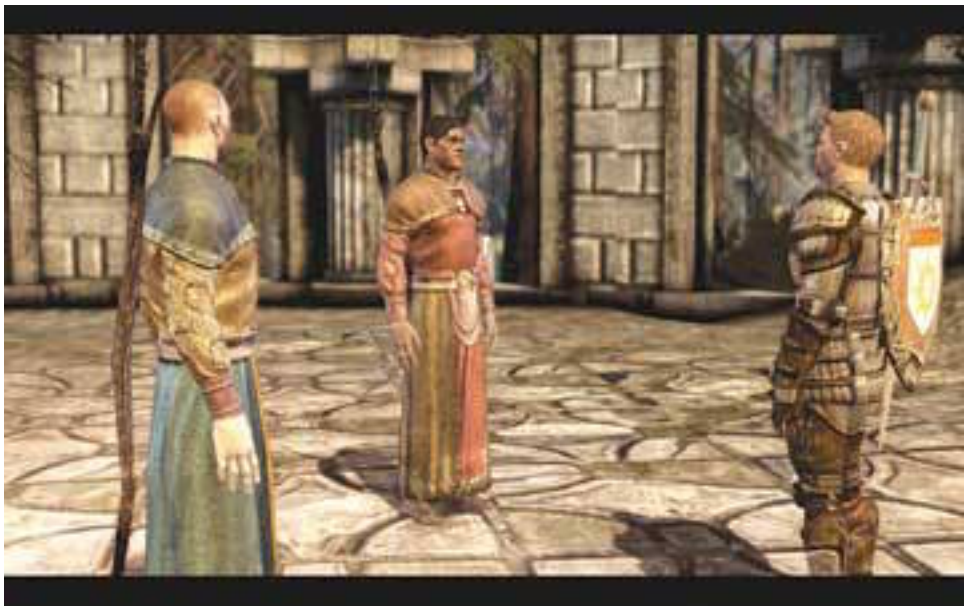
Mabari Hound



You arrive in Ostagar with Duncan and meet King Cailan. The king seems a bit disappointed that there aren't more darkspawn, though Duncan thinks things may not be going as well as they seem. After you finish your introductions, Duncan asks you to look around camp and find Alistair.



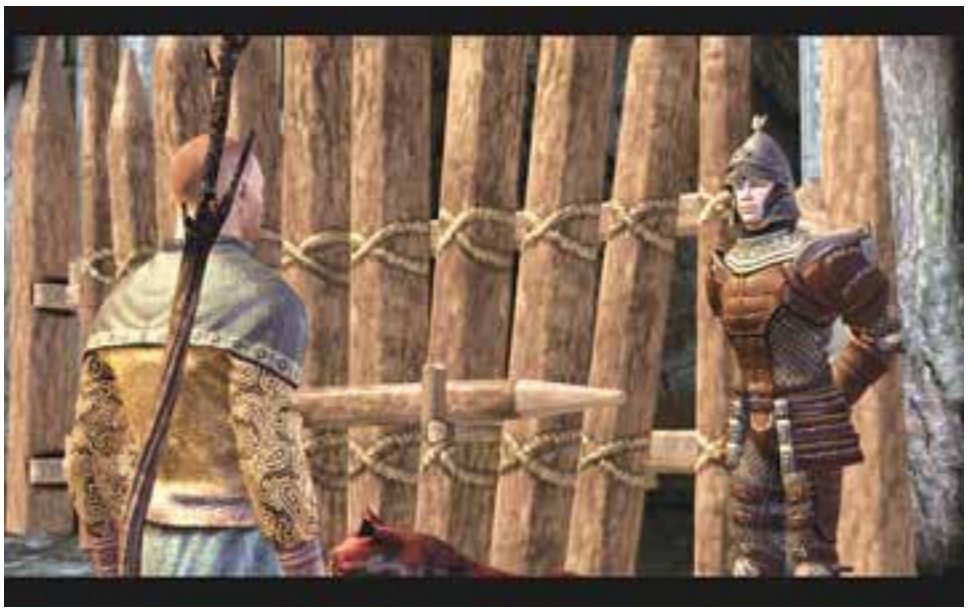
A soldier here will greet you and give you basic directions and info about the camp. If it's your first time visiting Ostagar, the directions are helpful.



You arrive to see Alistair and a mage arguing. Alistair greets you after and figures that you're Duncan's new recruit. He also mentions that he used to be a templar, or mage hunter. After joining you as a companion, he suggests going back to Duncan. Depending on the eventual makeup of your party, Alistair may become your main tank, so if he happens to level during your adventures in Ostagar and the Korcari Wilds, spend your points accordingly.



When you return to Duncan, he tasks you with going out into the Korcari Wilds to find three vials of darkspawn blood, one for each recruit ("Tainted Blood" quest). He also wants you to find an abandoned Grey Warden archive and retrieve any magical scrolls found there ("The Grey Wardens' Cache" quest).



After Duncan gives you the Korcari Wilds tasks, seek out the guard at the side gate. He will let you into the Wilds.

Korcari Wilds



Runthrough (Korcari Wilds)

Summary:

Enter the Korcari Wilds to retrieve three vials of darkspawn blood and ancient Grey Wardens treaties.

A.

You find a dying soldier who warns you of danger ahead.

B.

A hurlock emissary leads a large ambush when you arrive at the bridge here.

C.

You reach the abandoned Grey Warden ruins and the Warden's Cache still exists. You meet Morrigan.

Korcari Wilds Cheatsheet

Main Plot Quests

Tainted Blood

The Grey Wardens' Cache

Important NPCs

Morrigan

Key Items

Ancient Treaties

Monsters

Alpha Wolf

Genlocks

Genlock Archers

Genlock Rogues

Hurlocks

Hurlock Alpha

Hurlock Archers

Hurlock Emissary

Wolves

Side Quests

Last Will and Testament

The Mabari Hound

The Missionary

A Pinch of Ashes



You find a dying soldier, who was part of a patrol that was ambushed by darkspawn. You can bandage him up and he will go back to the camp after warning you that danger is ahead.



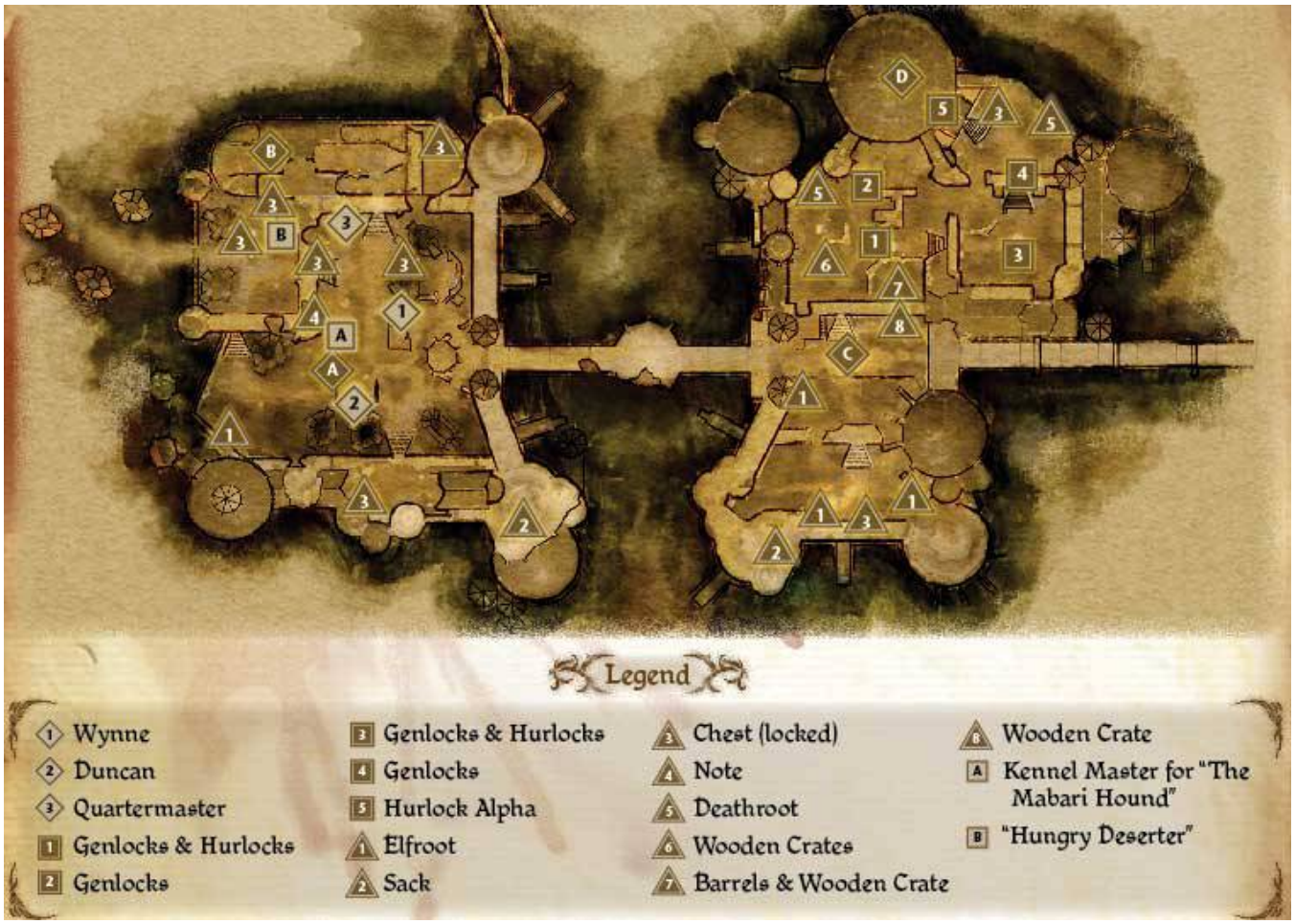
A hurlock emissary leads a large ambush when you arrive at the bridge here. The emissary is

a mage, so take him out fast or he'll hang back and rip you apart. There are a lot of traps at the other side of the bridge; be careful not to be drawn into the traps and caught in a crossfire. During this fight (or with nearby darkspawn afterward), you should easily get enough blood vials to fulfill the "Tainted Blood" quest.



You reach the abandoned Grey Warden ruins and meet Morrigan, daughter to a mysterious witch of the Wilds, Flemeth. Morrigan tells you that the Warden's Cache still exists and takes you to her mother Flemeth. After a bit of convincing, Flemeth returns the scrolls and Morrigan brings you back to King's Camp.

Return to King's Camp



Runthrough (Return to King's Camp)

Summary:

You return to the camp and are tasked with heading to the Tower of Ishal once the battle starts.

A.

Return to Duncan with the blood vials and scrolls.

B.

You must go to the Tower of Ishal and light a signal fire.

C.

Outside the tower courtyard, a guard and soldier tell you the tower has been taken over.

D.

Defeat a few packs of darkspawn, then enter the tower.

Return to King's Camp Cheatsheet

Main Plot Quests

Joining the Grey Wardens

Important NPCs

Duncan

King Cailan

Wynne

Key Items

None

Monsters

Genlocks

Hurlock Alpha

Hurlocks

Side Quests

Hungry Deserter

Mabari Hound



You return to Duncan with the Ancient Treaties and vials of blood. Then you have the Ritual of Joining. It's a grueling affair, and only you survive. Congratulations, you are now a Grey Warden and receive an extra spell/talent for surviving your ordeal! Duncan wants you to meet with him and the king to discuss the imminent battle against the invading darkspawn.



After you survive the Joining, Duncan tells you to meet him at the War Council. There is going to be a large battle with the darkspawn, and your task is to go with Alistair to the Tower of Ishal to light a signal fire so that Loghain's troops know when to attack.



When you arrive at the tower, a tower guard and soldier inform you that the tower has been taken by darkspawn. The guard and soldier join your party, and you must take the tower back.



Approach the tower slowly. Several darkspawn mobs guard the steps and surrounding area. If you charge in, you will alert multiple groups and have a much tougher fight on your hands. The guard and soldier that join your party are temporary allies; you don't want to die for the king, but if they have to, so be it. After fighting past the packs of darkspawn and a slightly tougher hurlock alpha at the tower door, enter the tower.

Tower of Ishal




~ Second Floor ~
Stairs Up
Stairs Down
Legend (2F)
1 Hurlocks
2 Hurlocks
3 Genlock Emissary
4 Hurlocks
5 Genlocks
6 Genlocks
1 Chest (locked)
2 Wooden Crates
3 Discarded Book


~ Third Floor ~
Stairs Down
Stairs Up
Legend (3F)
1 Genlocks
2 Genlock Alpha & Genlocks
3 Genlock & Hurlocks
4 Genlocks
5 Genlock & Hurlocks
6 Genlocks & Hurlock
1 Pile of Bones
2 Weapon Stand
3 Weapon Crate (locked)
4 Crates
5 Chest (locked)



Runthrough (Tower of Ishal)

Summary:

You enter the Tower of Ishal, which has been taken over by darkspawn. You must get to the top and light the signal fire.

A.

Avoid the tripwire Grease trap followed by emissary fireball.

B.

Be on guard for two-room pull with ambush by hurlocks and genlocks.

C.

Another large ambush is triggered.

D.

Fight in the dog pen.

E.

Reach the top of the tower and battle the ogre.

Tower of Ishal Cheatsheet

Main Plot Quests

The Tower of Ishal

Important NPCs

Soldier

Tower Guard

Key Items

Havard's Aegis

Monsters

Genlock Alpha

Genlock Emissary

Genlocks

Hurlocks

Ogre

Side Quests

None



When you enter the large circular room, several barricades are on fire. You can only pass through the area marked with a gray X on the map, and, unfortunately, there is a tripwire trap here that sets off a Grease spell if triggered. Unless you are a skilled rogue and avoid the tripwire, this will probably knock you down, and it will slow you. Right after you pass here, the nearby genlock emissary shoots a Fireball at your feet. If the Grease trap was triggered, the Fireball will ignite the oily surface, damaging anyone standing in it until the Grease burns off. Send in one person to disarm or trigger this trap first, draw threat from the hurlocks (who prefer to use archery in here), and return to the entrance room. You can probably get a couple of the hurlocks to follow you back to the entrance, and take them out easily. You can then send someone in again to try to draw more of them back to the entrance, or just charge in as a group and finish them. The genlock emissary is a fairly strong mage, so make him the priority target.



This hallway has two doors. The larger room to the left contains a group of hurlocks and the smaller room to the right has a group of genlocks. No matter which door you go in, the mobs from the other room come out and join the fight. You can either rush one of the rooms and try to take a few out before the other group joins, or, if you have good AoE damage, send one person in to open one of the doors and pull the mobs. Then return to the large central room and use the choke point archway at "B" on the map to get them all together and AoE them down. Proceed through the genlock room to final room with another genlock group and defeat them to get to the stairs.



This area is the trigger point for a massive ambush. The doors to your right and left can be opened ahead of time to kill the darkspawn waiting inside (marked squares 1 and 2 on the

map). If you don't clear them out first, they will open their doors and join the fight once you cross into sight of the small army around the corner. There are nearly a dozen darkspawn around the corner (squares 3–5), which are much easier to take out with AoE damage, because they are so close together. Also, you have access to two ballistas to your immediate left, which you can interact with to fire arrows at the large darkspawn horde. If you have little AoE, you can sneak around to the left and start the fight from behind the ballistas, using them to get some extra hits on the darkspawn before they get to you.



Even though there is a ranked genlock alpha in this battle, it only gets difficult if you fail to take advantage of your surroundings. The floor switch in the room's north side will open the dog cages scattered around the room. Several of the dogs come out and assist you in the fight. The dogs can stun and draw the attention of the genlocks while you can pick them off one at a time, or AoE them all down if they bunch up. If any dogs survive, they help with the fight in the next hallway, which holds three doors. These doors all open once you open any one of them. Each room has three darkspawn, so you have nine total once the fight begins. You can opt to have one party member open the door and pull the darkspawn back to the group defending near the dog cages.



You've finally reached the top of the tower, but before you can ignite the signal fire, you have a big, bad ogre standing in your path. Ranged damage helps a lot in this fight, as the ogre's smash move can hit everyone around him. If you're a ranged DPSer, have Alistair pull him around the circular chamber, while you take him down with steady damage. If the ogre threatens you, have one of the warriors try to pull him back and continue shooting at him from range. Use health poultices to keep your health high.

After you kill the ogre, loot him for Havard's Aegis (magic shield). Loot a couple barrels as well, then you can light the beacon to the south and watch the ensuing chaos.

Flemeth's Hut



After you light the beacon, the traitor Loghain leaves the battle and the king's army is wiped out. Friends and allies are murdered, including your mentor, Duncan. In the tower, darkspawn overrun you. Due to timely intervention by Flemeth, you awake back in the Wilds where Morrigan tells you what happened. Flemeth is outside with Alistair and wants to speak with you.



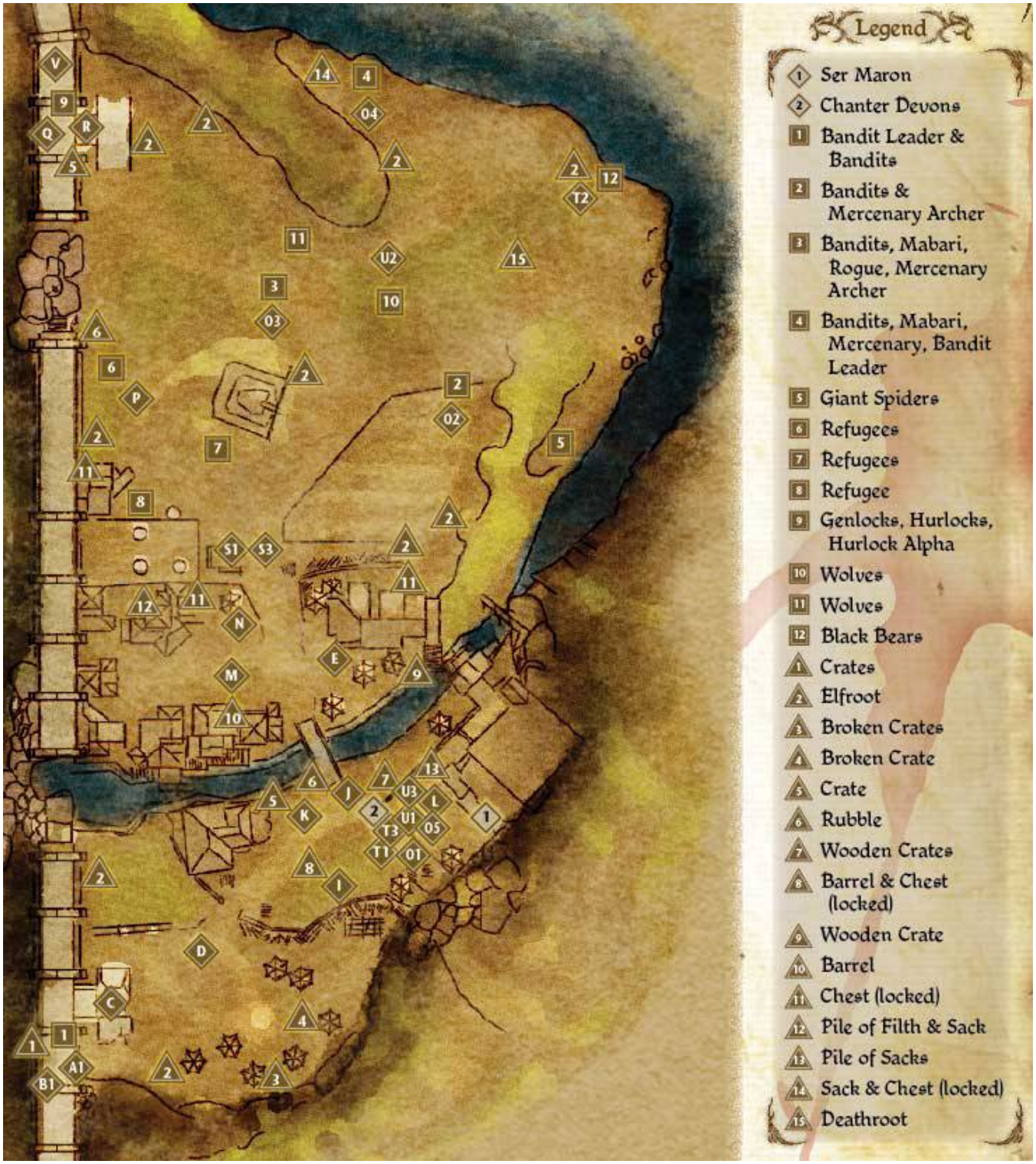
Flemeth says she saved you so that the Grey Wardens will continue to fight the Blight, which is a threat to everyone, including her. She suggests raising an army to fight the Blight, and Alistair realizes that you can use the treaties to go and ask for help from various cities. You now can call on the dwarves, humans, elves, and mages to come to your aid in the final battle. Flemeth offers Morrigan to join your party, and after you set off, Morrigan suggests starting your long journey at the nearby town of Lothering.

Lothering

Note: After Ostagar, Morrigan leads you north to the small town of Lothering. Complete as many side quests as you can here to gear up for the main quests soon on the world map. Be sure to pick up the two companions in Lothering: the rogue Leliana and the warrior Sten.

Caution: Once you leave Lothering and complete one of the main quest lines—"Broken Circle," "Arl of Redcliffe," "Paragon of Her Kind," or "Nature of the Beast"—the darkspawn invade Lothering and destroy the whole town. You can't go back once this occurs, so complete everything you can before the catastrophe.

Lothering



Runthrough (Lothering)

Summary:

You head to the small village of Lothering to re-supply and get news on what has happened since the battle.

A.

Bandits greet your arrival at Lothering and demand that you pay a toll.

B.

After you deal with the bandits, you find the body of a templar nearby.

C.

Before entering the town, Alistair tells you about the three treaties and where you can go to ask for help.

D.

A farmer here warns you about staying in town, because there is now a bounty on Grey Wardens.

E.

Dane's Refuge. You are attacked by Loghain's men and can recruit Leliana after.

F.

You get the side quest "Scraping the Barrel."

G.

You get the side quest "Dereliction of Duty."

H.

"A Poisonous Proposition" side quest.

I.

Settle an argument between a merchant and refugees.

J.

Orphan boy.

K.

A family that was attacked by bandits.

L.

Doomsayer.

M.

Allison for "Traps Are a Girl's Best Friend" side quest.

N.

"More Than Just Plants" side quest.

O.

"Bandits, Bandits, Everywhere" side quest.

P.

Refugee ambush.

Q.

Save merchants from darkspawn.

R.

Blood mage corpse with letter.

S.

Release Sten from cage and he joins party.

T.

"When Bears Attack" side quest.

U.

"A Last Keepsake" side quest.

V.

Leave Lothering.

Lothering Cheatsheet

Main Plot Quests

Lothering and the Imperial Highway

Important NPCs

Allison

Barlin ("A Poisonous Proposition")

Bodahn Feddic

Chanter Devons

Elder Miriam

Leliana

Patter Gritch ("Scraping the Barrel")

Sandal

Ser Bryant

Ser Donall

Sten

Key Items

Knight's Locket ("A Fallen Templar")

Sealed Letter

Monsters

Bandit

Bandit Leader

Black Bear

Commander

Genlock

Hurlock

Hurlock Alpha

Mabari

Mercenary

Mercenary Archer

Rogue

Soldier

Wolves

Side Quests

A Fallen Templar

A Last Keepsake (Chanter's Board)

A Poisonous Proposition

Bandits on the Road

Bandits, Bandits, Everywhere (Chanter's Board)

Dereliction of Duty

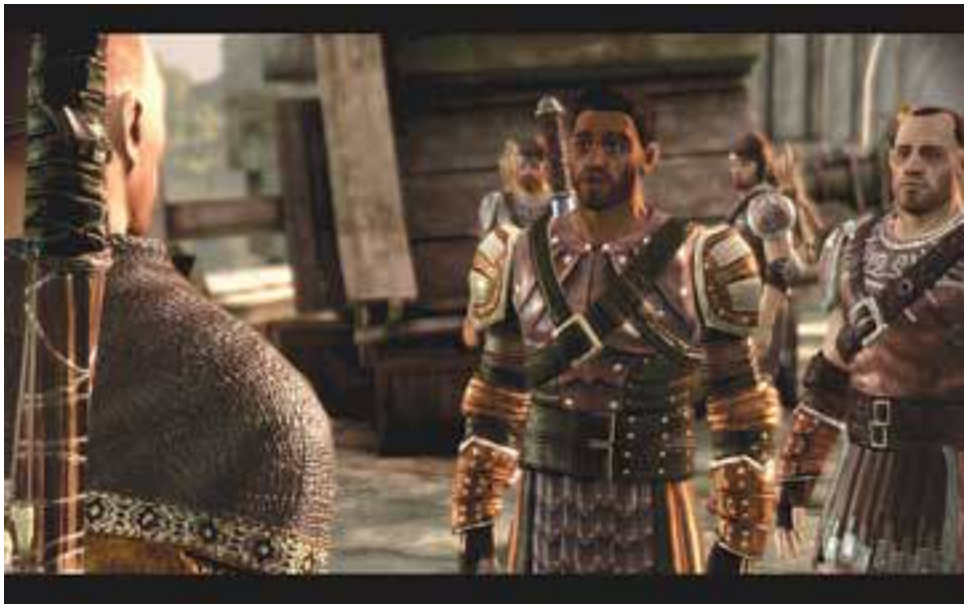
More Than Just Plants

Scraping the Barrel

The Qunari Prisoner

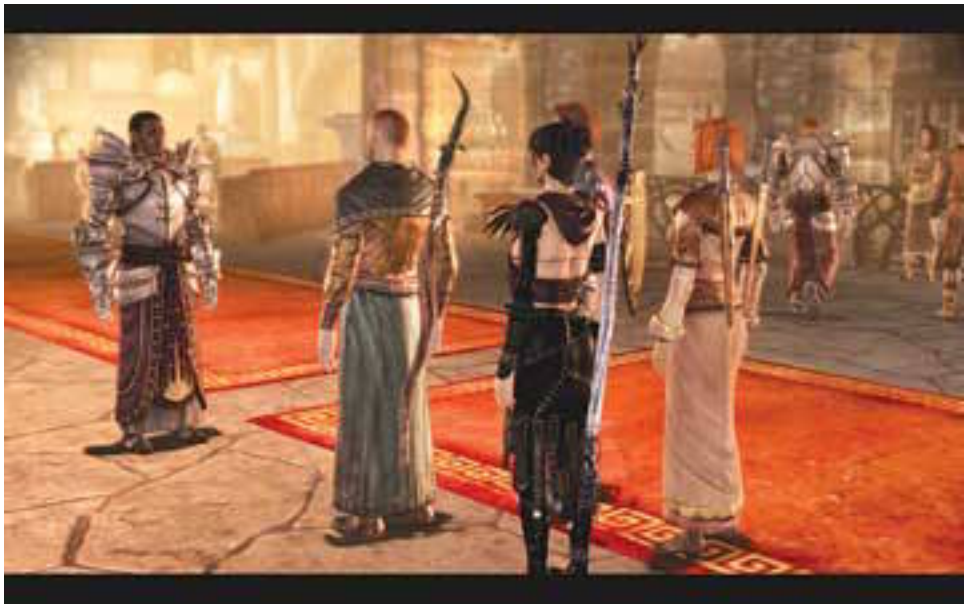
Traps Are a Girl's Best Friend

When Bears Attack (Chanter's Board)



"Bandits on the Road"

When you arrive at Lothering, bandits confront you and ask for a toll to cross the bridge. You can either pay 10 silver, intimidate them, or fight them. When the bandit leader gets low on health, he surrenders. You can collect some money from him (1 gold, 50 silver) and then either finish them off or let them go (the other options lead to fighting).



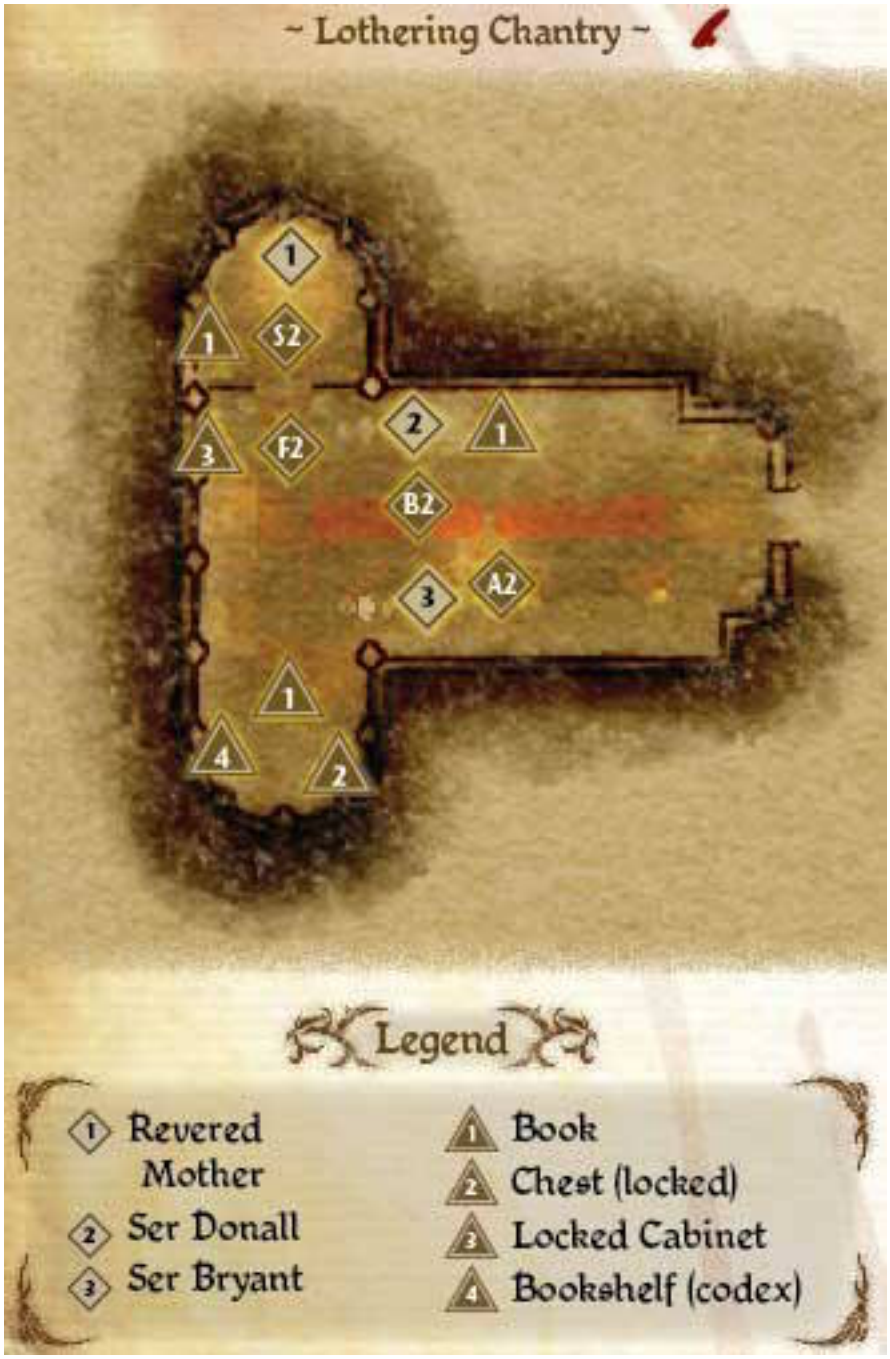
(inside the Chantry)

Ser Bryant will reward you 20 silver and the key to a locked cabinet.



"A Fallen Templar"

Here you find the body of a dead templar. On his body you find a knight's locket and knight's note. The note says that he was searching for the Urn of Sacred Ashes. Ser Donall in Lothering awaits his report.


~ Lothering Chantry ~
1
1
S2
2
1
3
F2
B2
3
A2
1
4
2
Legend
1 Revered Mother
2 Ser Donall
3 Ser Bryant
1 Book
2 Chest (locked)
3 Locked Cabinet
4 Bookshelf (codex)

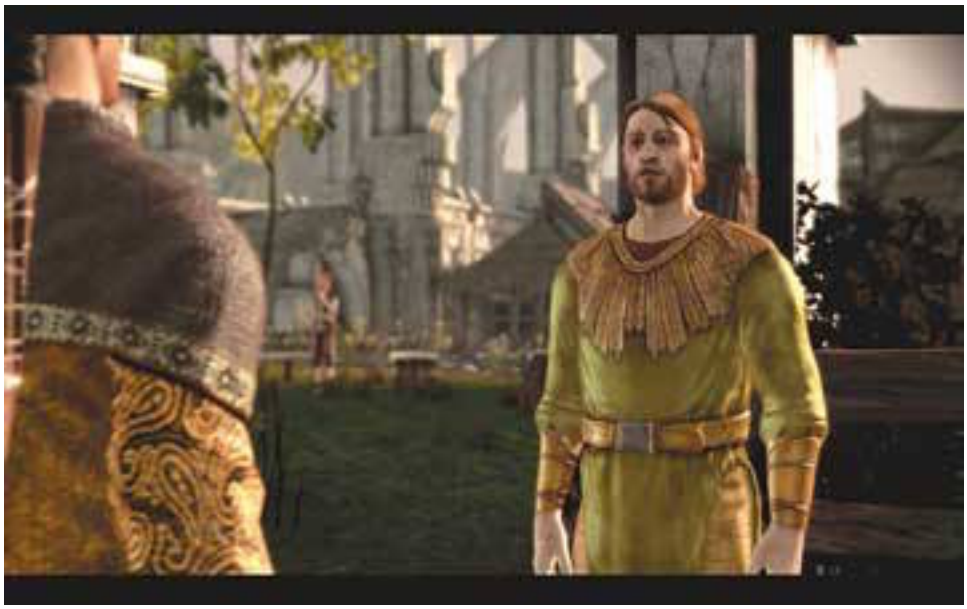


(inside the Chantry)

You can talk to Ser Donall here and return the knight's locket. If you ask for a reward, he will give you 1 gold. He will also tell you about Arl Eamon's illness and the search for the Urn of Sacred Ashes.



Before entering the town, Alistair tells you about the three treaties and where you can go to ask for help.



A farmer here warns you about staying in town, because there is now a bounty on Grey Wardens.



Dane's Refuge

When you enter Dane's Refuge, some of Loghain's men recognize you as a Grey Warden and attack. When the commander gets low on health, he will surrender and you can choose to finish him or let him go. Releasing him will gain favor with the rogue Leliana and she will join your party as a new companion.


~ Dane's Refuge ~
F1
1
G
H
1
2
1
2
Legend
1 Blackstone Liaison
2 Leliana (companion)
1 Commander & Soldiers
1 Pile of Sacks
2 Barrel & Chest (locked)



("Scraping the Barrel," from Blackstone Irregulars' box in Dane's Refuge)

You need to deliver three letters to people spread across the land: Dernal Garrison in Redcliffe, Patter Gritch in Lothering, and Varel Baern in Denerim's Alienage.



(inside the Chantry)

Deliver the letter to Patter Gritch in the Lothering Chantry. The remainder of the quest is completed much later in the game.



("Dereliction of Duty," from Blackstone Irregulars' box in Dane's Refuge)

You have to track down three deserters and "deal with them." The deserters are Sammael in Lake Calenhad, Layson in Denerim, and Tornas in the Frostback Mountains. This quest is completed later, outside Lothering.



("A Poisonous Proposition" in Dane's Refuge)

Barlin in Dane's Refuge wants you to make him three vials of venom. You receive 75 silver reward for completing this. Giant spiders northeast of town drop toxin extracts.



Here you see a merchant arguing with some refugees over his high prices. You can settle the dispute by siding with the merchant for 100 silver and a discount on his goods. You can also persuade or intimidate him into lowering his prices, or just have him leave.



A boy here has lost his mother, who was probably killed by bandits. There isn't any award or penalty regardless of what you tell him to do.



A family here was attacked by the highway bandits. If you took care of the bandits, you can tell them and they'll go try to get back their stuff.



A doomsayer is making a scene here and scaring everyone. You can convince him he's wrong (he's not!), or let him be.



"Traps Are a Girl's Best Friend"

Allison needs some help and has a quest for you to hand in traps (similar to H).



"More Than Just Plants"

Elder Miriam needs your help if you know Herbalism. She wants you to bring her three lesser health poultices. You get 50 silver for turning them in.



"Bandits, Bandits, Everywhere" from the Chanter's Board

You get a quest on the Chanter's Board to kill three groups of bandits in Lothering.



One group of bandits is here (five bandits and one mercenary archer). One or two of the bandits hang back and use archery. Pull the melee bandits back away from the rest of the group if you are having trouble. Use the nearby hill as cover.



Another group of bandits here consists of three bandits, two Mabari hounds, one rogue, and one mercenary archer. Same deal here: pull a few out if needed.



The last group of bandits consists of three bandits, one Mabari, one mercenary, and the ranked bandit leader. This is a tough fight. If you have stunning capabilities, stun the leader and concentrate your party's damage one of the lesser foes, picking them off one by one. A mage with Fireball or Cone of Cold can help tremendously with AoE damage.



Turn in the quest here to Chanter Devons. You are rewarded with 3 gold.



A group of desperate refugees here has heard about your bounty and decided to try to kill you for it. You are ambushed by the five refugees ahead, as well as a group of three to the southeast and another single one south (marked squares 6, 7, and 8 on map).



A group of darkspawn attacks a pair of dwarves here. After you kill the darkspawn, the dwarf introduces himself as Bodahn Feddic and his son Sandal. They are traveling merchants who will join you later as vendors in your party camp.



You find the corpse of a blood mage. A sealed letter on her corpse says some items are hidden in a cache in the Circle Tower study area, middle alcove.



"The Qunari Prisoner"

Imprisoned here stands a qunari warrior named Sten. He has been left to die after killing a family, but you can convince him that he can seek atonement for what he has done by joining you and helping to defeat the Blight. You need to ask the Revered Mother in the Chantry to release him.



(in the Chantry)

To free Sten, you need the key to his cage. You can acquire it in various ways:

In dialogue with the Revered Mother, you can persuade her to free Sten. This is easier depending on the amount of money you donate (5, 10, or 30 silver) to the Chantry when talking to the Revered Mother for the first time. With Leliana in the party, the Revered Mother will automatically free Sten when asked.

A character with the Stealing skill can pickpocket the Revered Mother.

A character with a high enough lockpicking ability can pick the lock on Sten's cage.



Return to Sten's cage with the key and release him. He then joins your party if you ask him.

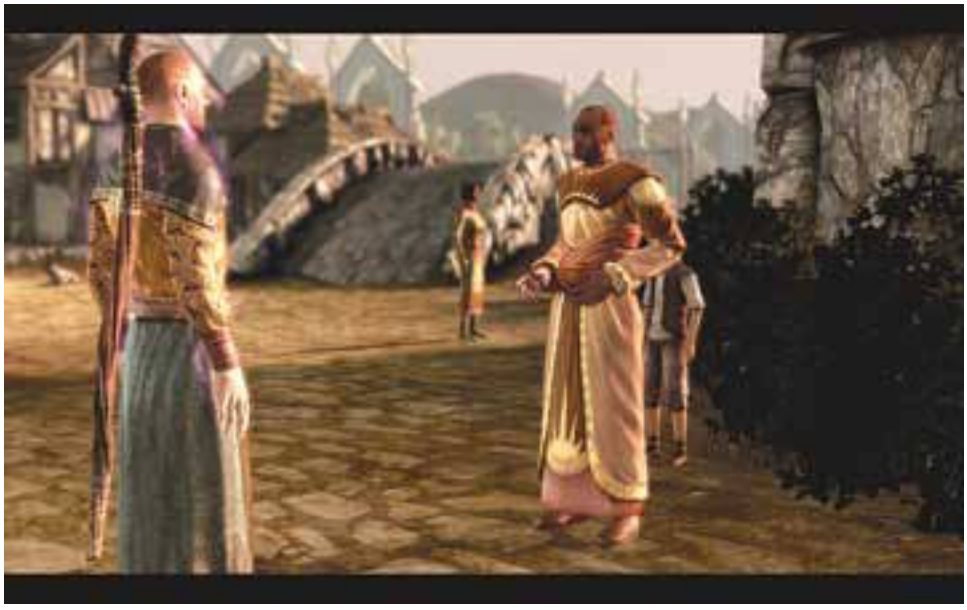


"When Bears Attack" from the Chanter's Board

After completing the bandit quest, two more quests open on the Chanter's Board. The first quest is to kill some Blight-infected bears.



Three black bears live in this area. They are a bit stronger than normal mobs, so take it easy and pull them toward you and you can pelt them with extra ranged damage.



Return to Chanter Devons and receive a reward of 1 gold and the Oathkeeper sword, which has a socket and increases healing received.



"A Last Keepsake" from the Chanter's Board

The other Chanter's Board quest is to find the body of the orphaned boy's mother, Sarha.



Seven wolves guard the body of Sarha, with another pack of six wolves nearby to the northwest. You should be able to pull each group separately, though they are weak. After you defeat the animals, search the body for a keepsake to bring back to Chanter Devons.



Return to Chanter Devons and receive a 50 silver reward.



When you are finished in town, exit using the highway in the northwest corner. Going here ends the "Lothering and the Imperial Highway" quest. The wide open world map now becomes available to you and you end up in your party camp where you can decide what main quest you want to choose next.

The main quest lines—"Broken Circle" (mage), "Arl of Redcliffe/Urn of Sacred Ashes" (human), "Paragon of Her Kind" (dwarf), and "Nature of the Beast" (elf)—can be completed in any order. We've listed them in a logical

order, but review the following to see what order best suits your party's needs.

Note: Broken Circle: This quest gives you access to the spirit healer Wynne and allows you to enhance your attributes with all the essences you find in the Fade.

Note: Arl of Redcliffe/Urn of Sacred Ashes: These quests take you into Denerim for access to lots of vendors and rewarding side quests, as well as possibly encompassing the "Broken Circle" quest line.

Note: Paragon of Her Kind: Oghren joins your party in Orzammar, providing a tank or extra melee DPS companion.

Note: Nature of the Beast: If you are a mage and would like the arcane warrior specialization, complete the Dalish elf quest line early, possibly after "Broken Circle."

Note: The "Warden's Keep" and "Stone Prisoner" quest lines, available as downloadable content, can be picked up any time after leaving Lothering when the wide open world map becomes available. See their respective walkthroughs for more info.

Broken Circle

Note: The main quest lines—"Broken Circle" (mage), "Arl of Redcliffe/Urn of Sacred Ashes" (human), "Paragon of Her Kind" (dwarf), and "Nature of the Beast" (elf)—can be completed in any order. However, it's probably best to finish Broken Circle first to gain the spirit healer Wynne and enhance your attributes with all the essences you find in the Fade.

Lake Calenhad Docks



Runthrough (Lake Calenhad Docks)

Summary:

Inspect the docks and discover a way across the lake to the mages' Circle Tower.

A.

You begin on the hill overlooking the lake.

B.

Speak with Carroll. Convince him to let you cross to the Circle Tower.

Lake Calenhad Cheatsheet

Main Plot Quests

Broken Circle

Important NPCs

Carroll

Key Items

None

Monsters

None

Side Quests

Blackstone Irregulars

Brother Genitivi

Mages' Collective



You begin your quest for the mages' help here at the Lake Calenhad Docks. It's a small area serving as a bridge between the mainland and the mages' Circle Tower. Check out the Mages' Collective if you're working on those side quests, and visit the Spoiled Princess inn to replenish supplies (the innkeeper also has information on Brother Genitivi for the "Urn of Sacred Ashes" quest line).

Caution: Once you enter the Circle Tower and begin the main section of the quest, you cannot leave until you finish the mage quest line. Before you depart Lake Calenhad Docks, be sure your party is fully geared and stocked for a long adventure.



Speak with Carroll. He takes a bit of convincing to let you ferry across to the Circle Tower. If you have a high Persuade skill, you can ask about his superiors and he will let you in, or you can try to intimidate him by saying your patience is wearing thin. If you fail at one option, you will always succeed on the other. Also, if you try to work something out with Carroll, he will let you in if you have Sten, Morrigan, or Leliana in your party. Once you get him to agree to let you pass, you begin the main quest line in the tower.

The Circle Tower (First Floor)



Runthrough (Circle Tower: First Floor)

Summary:

Enter the tower, which has been overrun by abominations, and slay Uldred, the source of the demon power. You are on the first floor; find the door to the second floor.

A.

Speak with Greagoir. He explains that demons have invaded the tower and lets you in to stop them.

B.

Pass through the magical barrier. Get Wynne to join your party.

C.

Defeat the greater rage demon and ascend to the second floor.

Circle Tower (First Floor) Cheatsheet

Main Plot Quests

Broken Circle

Important NPCs

Greagoir

Quartermaster

Wynne (follower)

Key Items

None

Monsters

Desire Abominations

Greater Rage Demon

Hunger Abominations

Lesser Rage Abominations

Rage Abominations

Side Quests

Watchguard of the Reaching



When you arrive at the Circle Tower, Greagoir greets you and explains that the templars have lost control of the tower and it's now overrun by demons. He will grant you permission to enter the tower, but warns that once you do, there is no turning back. Check in the vase to your left for loot, and visit the quartermaster for your last chance to stock up your inventory before your tower adventure.



Leave the entry chamber through the east door and head up the hallway to the next door. If you want to do the "Watchguard of the Reaching" side quest, pick up the first two parts in the apprentice's chests in the rooms to your right (and open two locked chests if you have a competent rogue). You meet Wynne when you enter the room with the stairs heading down into the basement, which you don't have to bother with for the main quest line. Offer to help her rectify the tower situation and Wynne will join your party. It's worth dropping one of your current members for Wynne to give you much more healing power.

Tip: You want Wynne in your party! She is a spirit healer, who comes with the incredible Group Heal talent ready to go. She will prove invaluable in the countless battles ahead. Remember, you can have only four party members at once. Dropped party members return to party camp and are always available at a later time.



Fight through to the center of the level. Here you'll spot a handful of abominations and the much tougher greater rage demon. Pick off the abominations as quickly as you can, then have the party focus on the greater rage demon. Alistair, or another tank, should engage the greater rage demon and hold its attention so it doesn't rip into a mage or rogue and slay them before you can blink. You may consider playing Wynne for most of the fight, with one finger on the Group Heal to give a crucial health boost when multiple members get roughed up. At battle's end, collect your loot and head up the stairs to the second level.

The Circle Tower (Second Floor)



Runthrough
(Circle Tower: Second Floor)

Summary:

More demonic abominations siege the tower. Battle through them and find the third floor stairs.

A.

Enter the second level and speak with Owain.

B.

You are blocked from proceeding by a magical barrier. Slay the blood mages in the room to continue.

C.

Find the third floor stairs at the end of the hall.

Circle Tower (Second Floor) Cheatsheet

Main Plot Quests

Broken Circle

Important NPCs

Owain

Key Items

Black Grimoire

Chantry Amulet

Scroll of Banastor

Silver Chain

Small Painted Box

The Rose of Orlais

Water-stained Portrait

Monsters

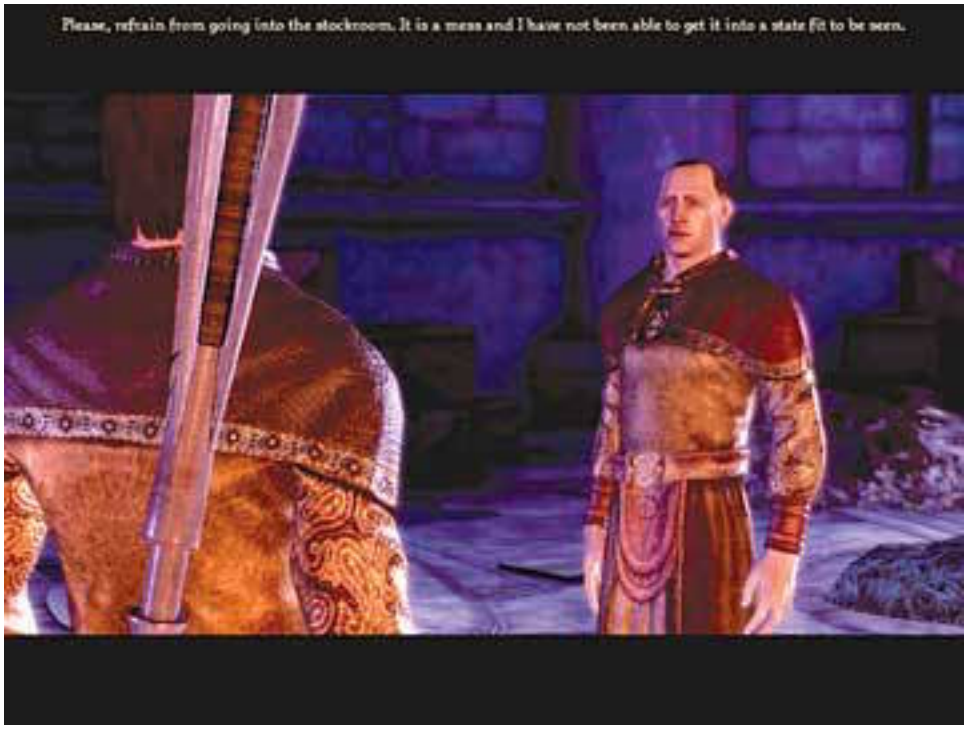
Blood Mages

Hunger Abominations

Shambling Corpses

Side Quests

None



As soon as you enter the second floor you'll meet up with Owain. He's hiding out in the stockroom and mentions that Niall is out there somewhere trying to put a stop to the demon mess. Grab the loot in the area and exit through the southeast doorway. Prepare for more fighting ahead.

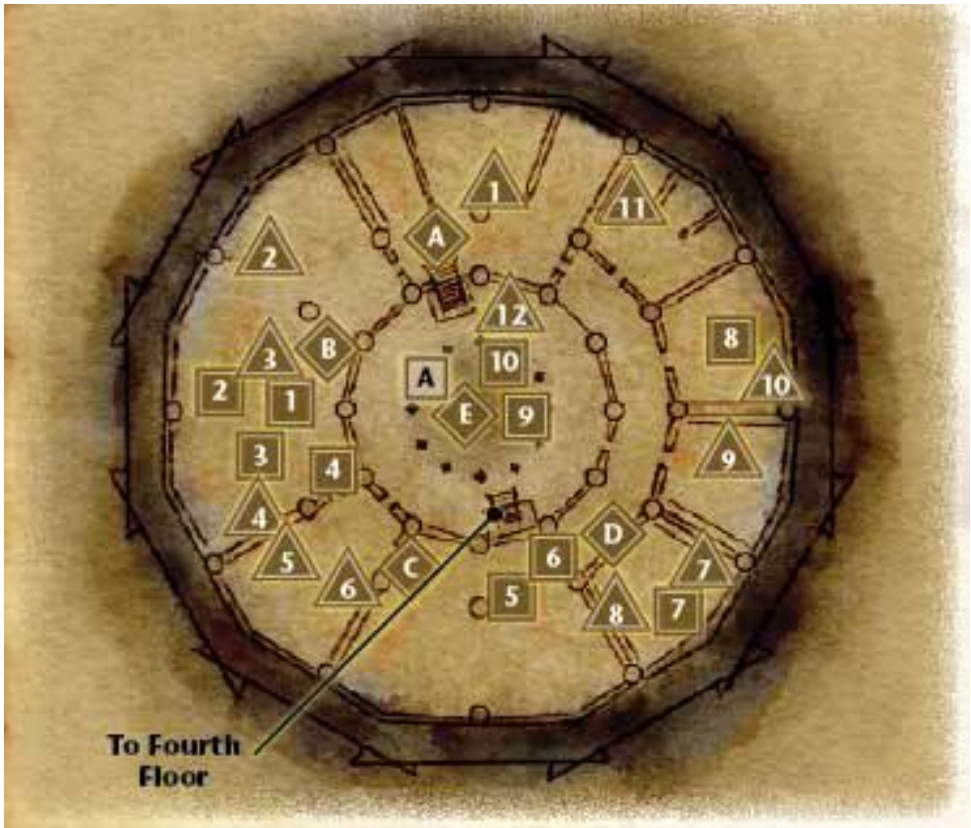


In the hallway beyond Owain's room, the way is blocked by a magical barrier. Three blood mages have erected the barrier, and you will have to battle them to dissipate it. At the end of the fight, the last blood mage will beg for mercy. It's your choice whether you want to put her to the sword (combat continues) or show mercy and let her escape.



Circle counterclockwise around the hallway to reach the third floor stairs on the far end. The outer rooms are filled with mobs and treasure, if you are so inclined to partake in some hack-and-slash for reward. You can run down the hall for a quick escape; however, watch out for opening doors, especially at the shambling corpses location (marked square 3 on the map).

The Circle Tower (Third Floor)



Legend

- 1 Enraged Corpses
- 2 Devouring Corpses
- 3 Shambling Corpses
- 4 Arcane Horror
- 5 Abominations
- 6 Lesser Rage Demons
- 7 Possessed Templars
- 8 Desire Demon & Charmed Templars
- 9 Abomination & Skeletons
- 10 Lesser Shades

- 1 Chest (locked)
- 2 Ancient Texts
- 3 Charred Corpses
- 4 Pile of Books
- 5 Chest (locked)
- 6 Charred Corpse
- 7 Pile of Books
- 8 Closet
- 9 Cabinet
- 10 Armoire
- 11 Chest (locked)
- 12 Charred Corpse
- A Watchguard of the Reaching

Runthrough (Circle Tower: Third Floor)

Summary:

Continue up the tower to the fourth floor.

A.

You begin here on the third floor.

B.

A massive battle against corpses triggers here when you venture halfway across the room.

C.

Avoid the bear trap and battle the demons within the room.

D.

Beware of another bear trap in the possessed templars' room.

E.

Battle the abomination and skeletons to reach the fourth floor stairs.

Circle Tower (Third Floor) Cheatsheet

Main Plot Quests

Broken Circle

Important NPCs

None

Key Items

Small Gold Bar

White Runestone

Monsters

Abominations

Arcane Horror

Charmed Templars

Desire Demon

Devouring Corpses

Enraged Corpses

Lesser Rage Demons

Possessed Templars

Shambling Corpses

Skeleton Archers

Shambling Skeleton

Side Quests

Watchguard of the Reaching



You have reached the third floor. Take a moment to collect your thoughts, and if you have a rogue in the party, open the chest out of sight behind the center pillar.



All looks peaceful in the second room. Dead bodies on the floor, overturned furniture, a few loot items—you've seen this before in lots of other tower rooms. Except, this one is a trap.

When you cross the halfway point (marked diamond B on the map), hordes of corpses animate and you have a large-scale battle all around you. Your tank should grab as much threat as possible, and healers should retreat to the entry doorway. Battle back to the entry if the corpses start to flank you. When the first wave ends, a second will begin almost immediately. Continue taking down corpses and watch for the appearance of an arcane horror near the exit doorway on the far side of the room. Once the arcane horror shows up, concentrate long-range damage on it; you can't let the thing casts spells on you or the group can die in seconds. When the tank cleans up all the corpses, send him at the arcane horror for the finishing blows.



On the other side of this closed door lies a hidden bear trap. If you have a rogue, see if you can avoid the trap; otherwise, it will pin anyone who steps on it, which is usually your warrior charging into battle. If someone gets trapped, lure the mobs back toward the doorway and fight them there. Once in the chamber, you have plenty of room to out-flank the abominations. Eventually, lesser rage demons will show up as reinforcements from the exit doorway on the opposite side of the room.



Beware of another bear trap in front of the possessed templars' door. Sidestep it or disarm it if you can. Defeat the templars and collect extra loot from pile of books and closet inside.



In the center chamber where some ungodly acts have taken place, battle the abomination, skeletons, and lesser shades to finally win the fourth floor stairs. A few ranged spells and

arrows can take out the skeletons. The lesser shades battle alongside the abomination. Concentrate party fire on one lesser shade at a time until they both fall, then switch attention to the abomination. Keep a constant flow of healing going; it's a long fight. At the end, look for some loot in the shadowy corner of the room. There's also a statue near the center. Be careful: it burns you for damage whenever you interact with it unless you have activated the other items in the "Watchguard of the Reaching" side quest (see the Side Quests chapter for more info).

The Circle Tower (Fourth Floor)



Runthrough (Circle Tower: Fourth Floor)

Summary:

Continue toward the Harrowing Chamber; however, in the central chamber, you will meet Sloth and be cast into the Fade.

A.

You arrive on the fourth floor at the southern stairs.

B.

Optional enemies down this side path, but good loot.

C.

Succumb to Sloth's power and slip into the Fade.

Circle Tower (Fourth Floor) Cheatsheet

Main Plot Quests

Broken Circle

Important NPCs

None

Key Items

Sun Blonde Vint-1

Monsters

Bewitched Templar

Blood Mage

Desire Demon

Possessed Templars

Shambling Corpses

Sloth

Side Quests

None



You've made it to the fourth level. The staircase lies in the south and you must weave through the chamber to reach the northern portion. Rest up here if you're not at full strength.



The two mobs on the side passage are optional, but they do provide some good experience and loot. In the first room, a desire demon has enslaved a templar and perverts his dreams. The fight can be a tough one if you don't coordinate your troops well. To trigger the encounter, you have to fully enter the room, so no long-range bombing with a Fireball or anything like that. The templar hits hard, so make sure the tank locks on to him. The rest of the party should concentrate on the desire demon. A couple of shambling corpses animate as well. Pick them off as you see opportunities.

A blood mage and his enthralled templars camp out in the next room. Watch out for the bear trap at the entrance, and take out the blood mage first if you can bash through the templars. If you leave the blood mage alone, he will pepper the party with Fireballs and Arcane Bolts, and someone is bound to go down.



When you enter the central chamber, you confront the nasty looking demon Sloth. He puts you to sleep and casts you into the demon dream world, the Fade. There's nothing you can do about it, except to escape the Fade through a series of difficult trials.

Note: When you meet Sloth, you get cast into the Fade. You must play through all the Fade maps before returning to battle Sloth on the tower's fourth floor.

Surviving the Fade

To escape the Fade you have to dance back and forth between several "island realms," such as the Darkspawn Invasion and the Burning Tower. Below is handy list for the sequence of events. Follow these steps and you'll maximize your chances of survival in this deadly dream realm.

1. Weisshaupt

2. The Raw Fade (A-E). Gain mouse form.

3. Darkspawn Invasion (A-E). Gain spirit form.

4. Return to the Raw Fade (F). Slay Yevena.

5. Burning Tower (A-D). Gain burning man form.

6. Mages Asunder. Gain golem form and defeat Slavren.

7. Return to Darkspawn Invasion (F). Slay Uthkiel the Crusher.

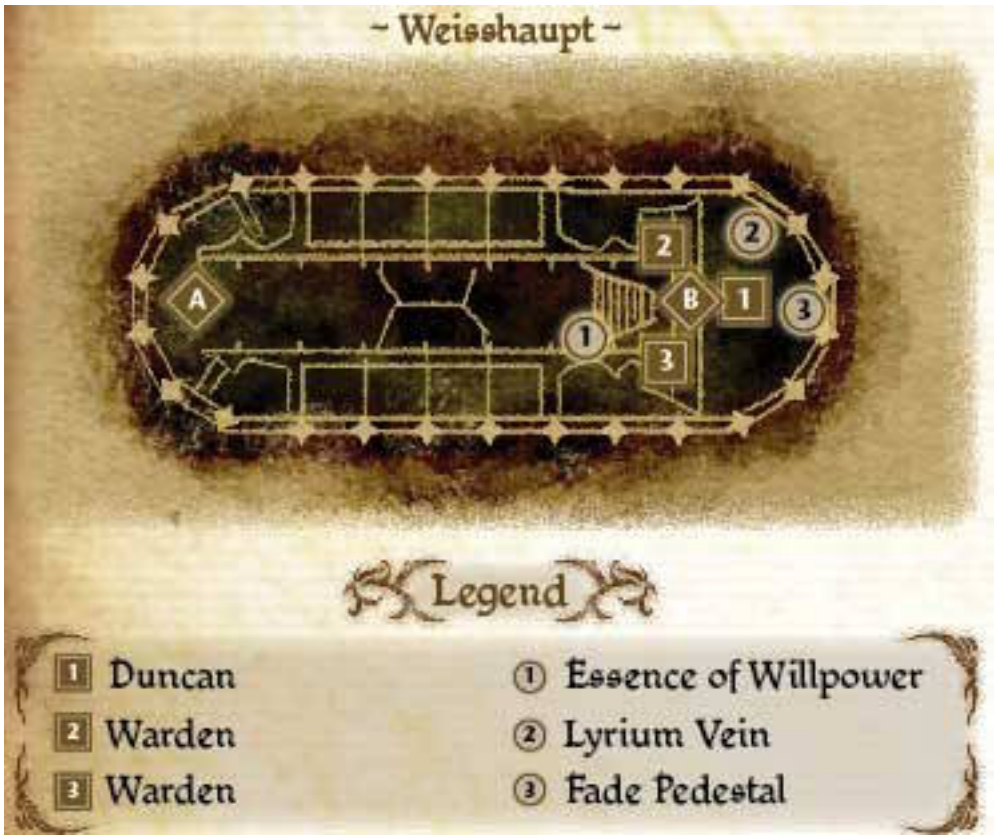
8. Return to Burning Tower (E). Beat Rhagos.

9. Templar Nightmare. Slay Vereveel.

10. Free any followers along the way.

11. Inner Sanctum. Defeat Sloth.

The Fade (Weisshaupt)



Runthrough (The Fade: Weisshaupt)

Summary:

Trapped in the Fade, you must find a way out. You begin in the ancient fortress of the Grey Wardens, Weisshaupt, and must battle your old friend, Duncan.

A.

Your journey into the Fade begins here.

B.

Destroy Duncan and his wardens. Use the Fade Pedestal to enter the next part of the Fade.

The Fade (Weisshaupt) Cheatsheet

Main Plot Quests

Lost in Dreams

Important NPCs

None

Key Items

Essence of Willpower

Monsters

Duncan

Wardens

Side Quests

None



Sloth puts you into a dream sleep and you fall into the Fade. To overcome Sloth's magic, you must wander through the Fade in search of your missing companions. You begin in Weisshaupt, the ancient Grey Warden fortress. Walk down the aisle to the end of the chamber where an illusionary Duncan awaits.



The fake Duncan tries to convince you to retire and stay with him, but your dialogue choices will see through the illusion. As the battle begins, the two wardens you passed join in to defeat you. Duncan hits harder, so stay on him with your melee attacks or spells until he drops. Pop a health poultice or cast a Heal after defeating Duncan, then turn your attention on the two wardens. Talents such as Dirty Fighting or spells such as Mind Blast can buy you the time you need by stunning one (or both!) while you finish off the second.

Tip: A lyrium vein lies in the back corner behind Duncan. Use it to regain vital health and mana during the fight.



When you click on the Fade Pedestal that appears once you defeat Duncan, the Fade map will appear. You are at the top in Weisshaupt Fortress. You eventually want to get to the middle: the Inner Sanctum. Your followers are trapped along the outer edges in "A Nightmare" locations. There are five Fade islands that separate you from your followers and, if you complete all of them, the Inner Sanctum. The main Fade locations are the Raw Fade, Darkspawn Invasion, Templar's Nightmare, Mage Asunder, Burning Tower. You can navigate from one to the next, and if you reach A Nightmare, you can set one of your companions free. Note that they won't join you until after you exit the Fade to fight Sloth; you can skip freeing a follower, but they will not be available then for the fight against Sloth. See the following Fade sections for the most advantageous paths to your followers and the Inner Sanctum.

The Raw Fade


~ The Raw Fade ~
Spirit Door
Legend
1 Niall
2 Mouse
1 Rage Demon
2 Lesser Rage Demon
3 Lesser Demons
4 Yevena & Shades
1 Essence of Willpower
2 Essence of Dexterity
1 Spirit Door
2 Fade Pedestal
3 Fade Pedestal
4 Lyrium Vein
5 Mouse Hole (to Gray 6)
6 Mouse Hole (to Gray 5)
7 Fade Portal
8 Lyrium Vein
9 Fade Portal
10 Spirit Door
11 Lyrium Vein
12 Fade Portal

Runthrough (The Raw Fade)

Summary:

After speaking with Niall, kill all demons in the Raw Fade. Return to the Raw Fade after you have spirit form to slay Yevena.

A.

Speak with Niall, who will explain how you navigate the Fade. Exit the first part of the Raw Fade via the Fade Portal.

B.

Defeat the rage demon and gain mouse form from the dying Mouse.

C.

Slay the lesser rage demon (or slip by it using stealth) and use the Fade Portal.

D.

Slay three demons to reach the next Fade Portal.

E.

Speak with Niall and unlock the Fade Pedestal again.

F.

Defeat the demoness Yevena.

The Raw Fade Cheatsheet

Main Plot Quests

Lost in Dreams

Important NPCs

Niall

Mouse

Key Items

Essence of Willpower

Monsters

Rage Demon

Shades

Yevena

Side Quests

None



When you first arrive in the Raw Fade, speak with Niall. He explains that he's been trapped in the Fade and that you must defeat the obstacles on the various islands in the Fade to eventually escape. Leave this first area through the Fade Portal to the east.



You teleport into the middle of a battle against a rage demon and a mouse. Defeat the rage

demon. It shouldn't be too difficult one on one. When you speak with the mouse, you realize he's dying, but not before he imparts mouse form, the first of four shapeshifting forms you'll gain in the Fade. You can use mouse form for stealth and slipping in and out of mouse hole shortcuts. Take the nearby mouse hole to the next Fade section.



Fade Shapeshifting:
Mouse Form

Abilities:

Mouse Form, Stealth

Inside the Fade, you can gain the power to shapechange into four different creature forms, each with its own strengths and weaknesses. Though not ideal for combat, mouse form allows you to pass through openings that are normally too small for anything else. It also allows you to remain hidden and pass through certain areas unnoticed. Look for mouse holes to use as shortcuts between areas.



Stay in mouse form if you want to sneak around the lesser rage demon for better position. If you proceed cautiously, you can reach your maximum range and pick off the rage demon with ranged attacks in your true form. After slaying the demon, combat ends and you can use the Fade Portal nearby.



You battle a series of three demons as you progress down this L-shaped area. Rest after each one to fully heal back up, and replenish with a lyrium vein halfway to the next Fade Portal.



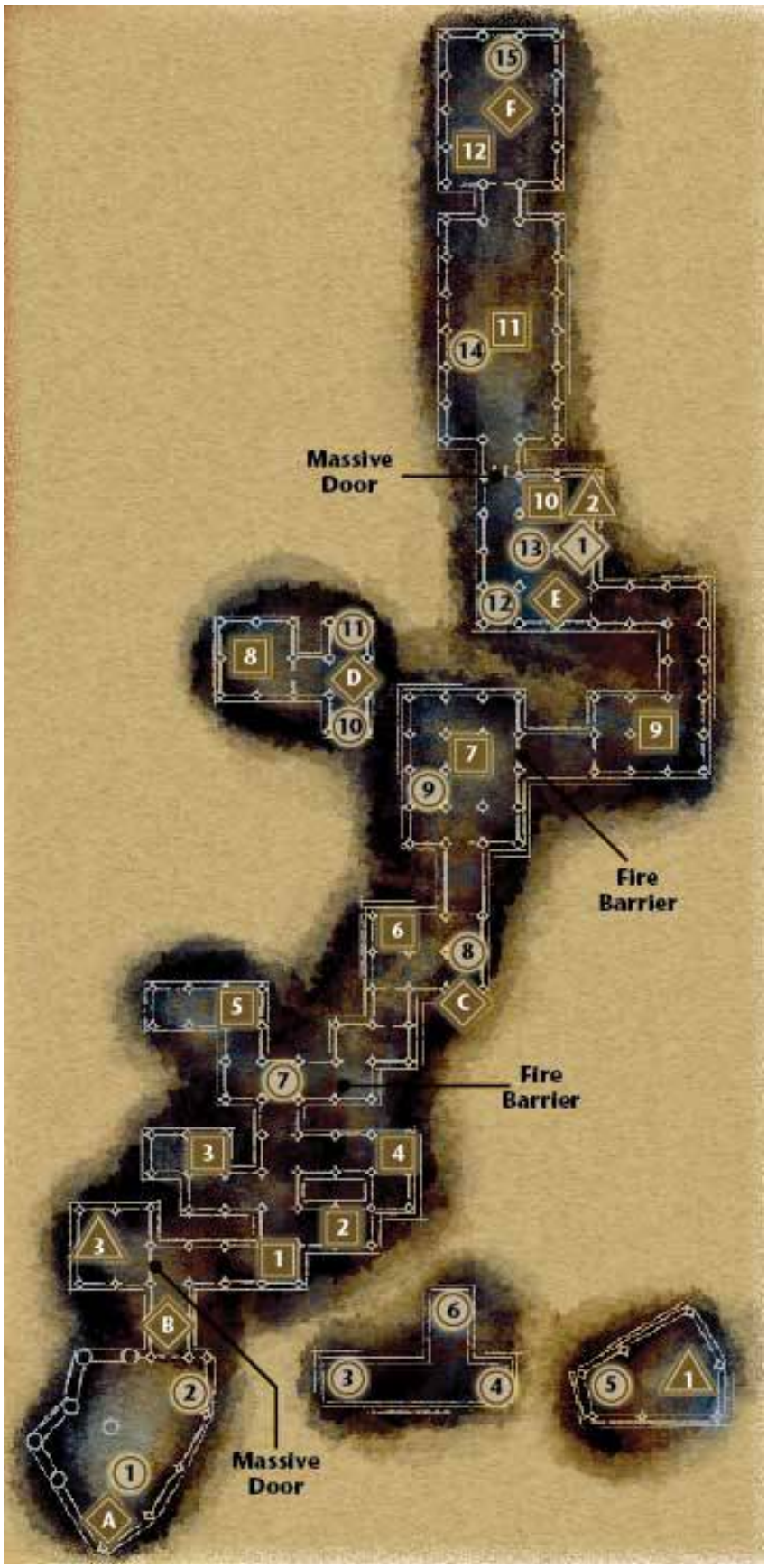
Return to the original area with Niall. Speak with him and tell him about your adventures in mouse form. He suggests gaining other forms, and the Fade Pedestal next to him opens again and you can reach any of the other four main islands. After you gain spirit form from the Darkspawn Invasion island, you can return to the Raw Fade to battle Yevena in the final area (marked diamond F on the map).

Note: You can only reach Yevena after you have obtained spirit form from the Darkspawn Invasion island.



Return from the Darkspawn Invasion and enter the spirit door adjacent to you when you arrive. The spirit door puts you smack dab in the middle of combat with Yevena and her two shades. In spirit form, throw Crushing Prison on Yevena and hurl Winter's Grasp at each shade until it perishes. Before Yevena reaches you, cast Regeneration on yourself and then attack her with Winter's Grasps when they're available or slip back into your class form and pound her with your normal talents or spells. One major demon is down, although there are a lot more to go. Don't forget the essence of willpower in the corner before you leave.

Darkspawn Invasion





Runthrough (Darkspawn Invasion)

Summary:

Use mouse form to navigate most of the Darkspawn Invasion island. Save the Templar Spirit to gain spirit form. Return to finish it once you have golem form.

A.

Enter the Darkspawn Invasion island and use mouse form for shortcuts.

B.

Take the long way and battle some genlocks and hurlocks.

C.

Take the shortcut and skip halfway through the dungeon.

D.

Another shortcut gets you past a fire barrier.

E.

Save the Templar Spirit and gain spirit form. Exit this island via the Fade Pedestal.

Darkspawn Invasion Cheatsheet

Main Plot Quests

Lost in Dreams

Important NPCs

Templar Spirit

Key Items

Essence of Cunning

Essence of Willpower

Font of Strength

Spirit Form

Monsters

Darkspawn Spirits

Flaming Darkspawn

Genlock Alpha

Genlocks

Hurlocks

Side Quests

None



You start on this island in a nearly empty room to the south. Take the mouse hole in the northeast corner and follow the next passage straight to the end. Enter a second mouse hole and you'll pop up in an isolated room with the essence of cunning. Click on the essence of cunning to gain +1 cunning permanently. Return to the corridor you just came from. You can either turn right for a shortcut mouse hole to advance farther into the dungeon, or you can return to the original room and exit via the main door.

Note: Throughout the Fade there are glowing containers (a cauldron, combat dummy, broken chest, pile of books, weapon rack, or golden apparatus) that contain essences which increase your attributes. Each essence increases the appropriate attribute permanently by one point. Some may require a certain shapeshifting form to reach or interact with, but the stat boosts are well worth it. Try to collect as many of these as you can to power up your main character.



If you skip the mouse hole shortcut, you've set your heart on some fighting. However, you will be forced to return to the mouse holes eventually (unless you already have the burning man form). Around the first turn, prepare for a group of hurlocks to your right and a genlock alpha behind them. A long-range Fireball or large AoE spell will whittle them down in no time. If you're hacking through them, lure them back to the first corner and battle there. You may avoid pulling the genlock alpha; it's better to fight them separately than together. Around the second turn, prepare for more hurlocks and genlocks. To the right of the lyrium vein, you encounter a fire barrier. This forces you to take the mouse holes leading from the entry room.

Note: You cannot open massive doors until you have golem form, and you cannot pass through fire barriers until you have burning man form. Skip those doors and barriers for now and return once you have those abilities.



If you take the mouse hole shortcut, you appear next to two flaming darkspawn. Return to your true form to dispatch them. You can hide behind the room's pillar as you do so to avoid alerting them to your immediate presence. In the next room, you face a hurlock emissary and some lackeys. Don't let the emissary heave spells at you. If you're a warrior or rogue, charge at the emissary and take it down first. If you're a mage, hurl a Fireball through the doorway or crush the emissary with an AoE spell that will also hit his hurlock buddies. You must choose the mouse hole on the west wall if you don't have burning man form yet.



Take the mouse hole shortcut through this small area. A trio of genlocks will challenge you from the left as you pass into the open, heading for the next mouse hole. Cut them down and continue.



In this large chamber you see the Templar Spirit. As you approach, darkspawn spirits besiege

him, and it's up to you to bail him out. Help the Templar Spirit slay the evil spirits and he will grant you spirit form. Use the Fade Pedestal to go to the next Fade island on your circuit: the Burning Tower.



Fade Shapeshifting:
Spirit Form

Abilities:

Spirit Form, Winter's Grasp, Crushing Prison, Regeneration

Inside the Fade, you can gain the power to shapechange into four different creature forms, each with its own strengths and weaknesses. Spirit form allows you to interact with ethereal objects that would normally be hidden from you. Look for spirit doors to use as shortcuts between areas. In combat, spirit form can be brutal against single opponents. Throw your Crushing Prison on your foe and most will die just from that. Follow it up with Winter's Grasp, which deals solid damage and freezes your adversary, to buy more time. When running low on health, cast Regeneration on yourself and return to your offensive spells.

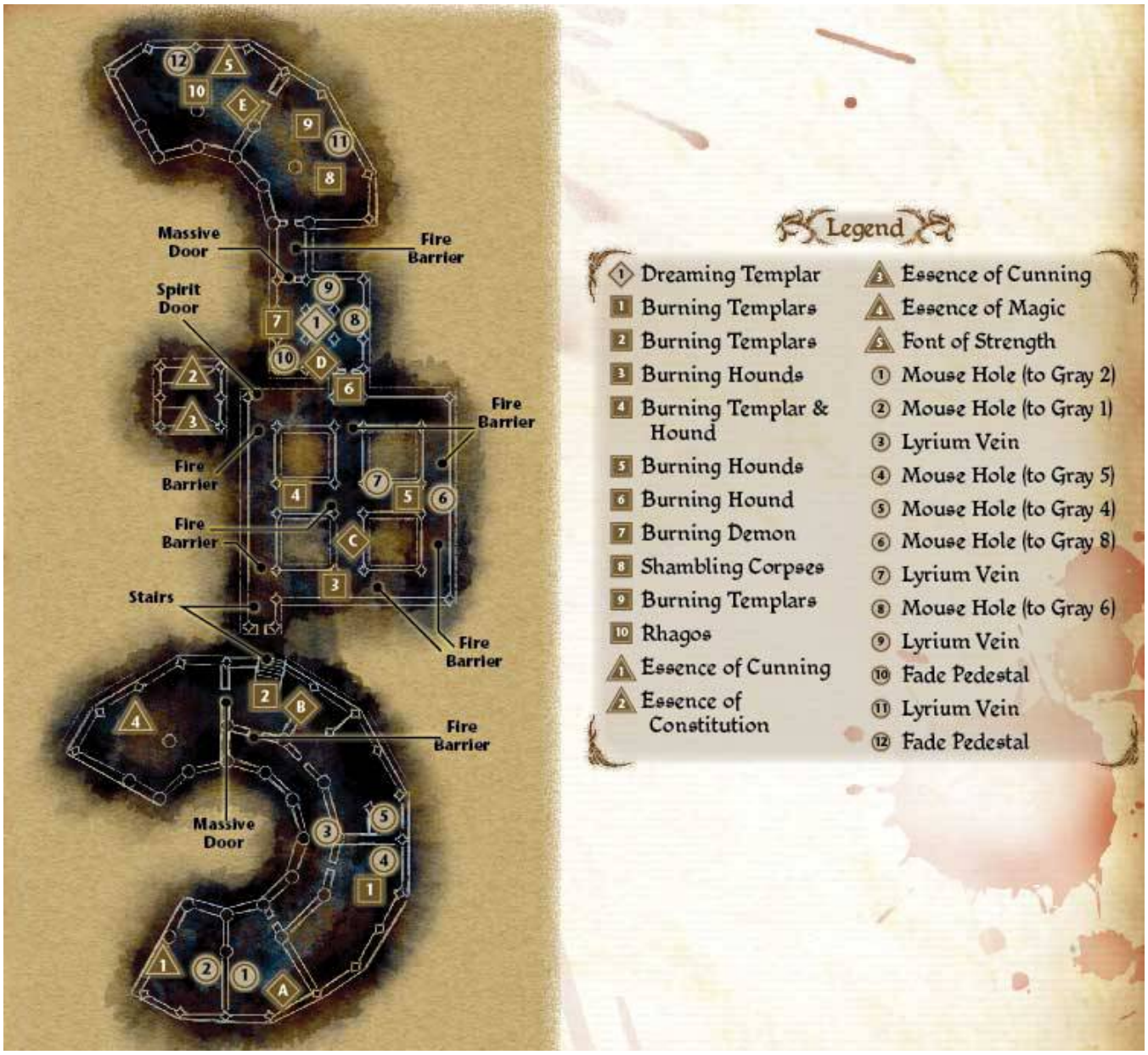
Note: Once you gain spirit form, leave Darkspawn Invasion temporarily to gain the other two shapeshifting forms. Once you have golem form, you can return to finish off the level.



Once you return to this chamber after gaining golem form in Mage Asunder, smash open the massive door in your new uber form. Stay in golem form for the rest of the level, unless you need to drop out for some healing. The next room is a huge area, with lots of genlocks, hurlocks, and a mean darkspawn emissary. Fortunately, in golem form, you have great crowd control with Quake and Hurl. When the enemies swarm you, knock them off their feet with Quake. The first to stand up gets a Slam, then the next gets a Hurl. Slam the darkspawn emissary when it gets close and keep pummeling until the thing dies.

In the final room, you go up against the ogre Uthkiel the Crusher. It's a great slugfest with your golem form. Alternate Quake and Hurl to stun Uthkiel, then smack it with a Slam as soon as it's ready to go. It might take longer than the average battle, but it's lots of fun to trade punches with another big monster. When you finish off Uthkiel, head to the Burning Tower to complete that island next.

Burning Tower



Runthrough (Burning Tower)

Summary:

Use mouse form to navigate most of the Burning Tower. Beat the Dreaming Templar to gain burning man form. Return to finish it once you have golem form.

A.

Enter the Burning Tower here.

B.

Beat the burning templars to reach the stairs.

C.

Weave through the maze to reach the mouse hole.

D.

Defeat the Dreaming Templar to gain burning man form.

E.

Slay Rhagos.

Burning Tower Cheatsheet

Main Plot Quests

Lost in Dreams

Important NPCs

Dreaming Templar

Key Items

Burning Man Form

Essence of Cunning (x2)

Essence of
Constitution

Essence of Magic

Font of Strength

Monsters

Burning Demon

Burning Hounds

Burning Templars

Rhagos

Shambling Corpses

Side Quests

None



You begin at the south end of the Burning Tower. Change into mouse form and go through the hole to the west. You crawl into a small, self-contained room with an essence of cunning within. Gain your +1 cunning and return to the original room. Change back into your true form and open the door out into the corridor.



Continue down the corridor to the second door on the right. You can open the first door on the right if you want to fight an extra pair of burning templars, but it's not necessary. Enter the room and open the door on your immediate left. Two more burning templars guard the stairs to the next level. If you're in spirit form, use Crushing Prison on one of the templars and Winter's Grasp on the other. Climb the stairs to the next level.



Turn right at the first intersection (you can't go straight because of the fire barrier). You'll enter a maze of twisting corridors and fire barriers. Go left then right to find the mouse hole out of the maze. You are also surrounded by burning hounds and one burning templar. Be on your guard: these creatures are not affected by the fire barriers and will rush at you from any side. The spirit form's Winter's Grasp works especially well against these fire beings.



When you crawl out of the mouse hole, you'll be face to face with the Dreaming Templar. Enthralled by anger, he attacks you a few seconds later, along with the burning demon by his side. In spirit form, lock down either one with Crushing Prison and immediately attack the other with Winter's Grasp. You may require an early Regeneration to keep your health high, or drop out into your true form and pop a health poultice. When you defeat the Dreaming Templar, he grants you the burning man form and disappears. Before you leave the island via the Fade Pedestal that has appeared in the room, take a short trip out the south door and through the flames in burning man form. Switch to spirit form to enter the spirit door down the corridor to your right. It's worth the trip as you gain an essence of cunning and essence of constitution from the small side room.

Note: You cannot open massive doors until you have golem form. Skip those doors on the level and return after you have golem form from the Mage Asunder island.



Fade Shapeshifting:
Burning Man Form

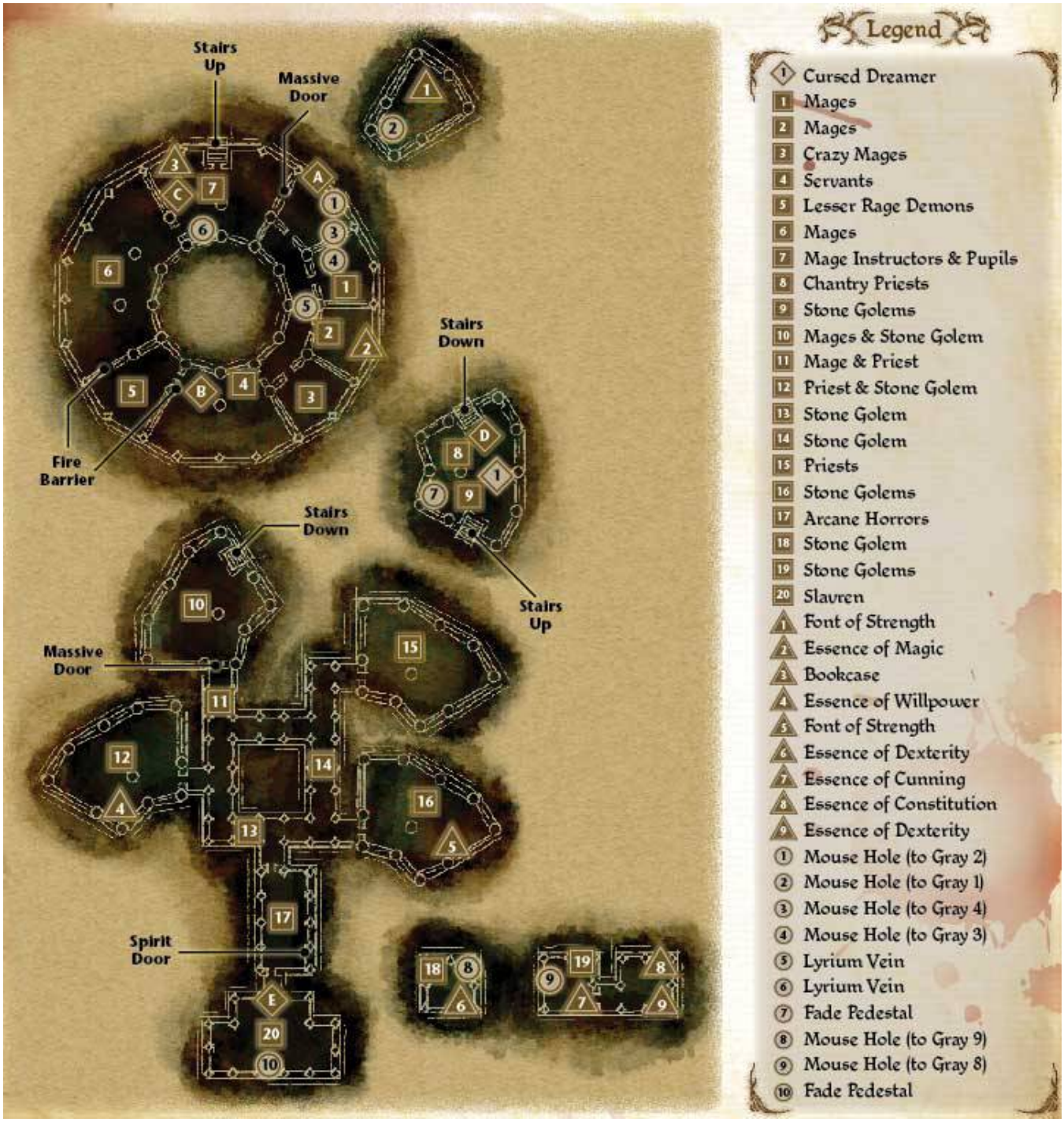
Abilities:

Burning Man Form, Fireball, Flame Blast

Inside the Fade, you can gain the power to shapechange into four different creature forms, each with its own strengths and weaknesses. Burning Man form makes you immune to fire and you can pass through fire unharmed. However, this form is physically weak and vulnerable to cold damage, but it is the fastest of the Fade forms. Look for any fire barriers to pass through.

After you return from Mage Asunder with the golem form, you can bash into the last two rooms (you can also double-back to the massive door down in the south and pick up an essence of magic). Some shambling corpses and burning templars block your way in the first room. In golem form, use Quake to stun as many as you can, followed by a Hurl to knock anyone else to the ground. Whoever stands gets a Slam or a rocky punch. The second room holds Rhagos, the final boss on this level. You can stay in golem form to dish out good damage against Rhagos, or switch to burning man if Rhagos's fire damage gets too much. You also have the option of spirit form's Crushing Prison to put him in his place.

Mage Asunder



Runthrough (Mage Asunder)

Summary:

Use mouse form and burning man form to navigate Mage Asunder. Free the Cursed Dreamer to gain golem form. Defeat Slavren.

A.

Enter Mage Asunder here.

B.

Use burning man form to bypass the fire barriers.

C.

Defeat the mages and climb the stairs.

D.

Free the Cursed Dreamer and gain golem form.

E.

Slay Slavren.

Mage Asunder Cheatsheet

Main Plot Quests

Lost in Dreams

Important NPCs

Cursed Dreamer

Key Items

Essence of Constitution

Essence of Cunning

Essence of Dexterity (x2)

Essence of Magic

Essence of Willpower

Font of Strength (x2)

Golem Form

Monsters

Arcane Horrors

Chantry Priests

Crazy Mages

Lesser Rage Demons

Mages

Stone Golems

Side Quests

None



You begin at the northeast corner of the map. Take the mouse shortcut to your immediate left and pick up the +1 strength in the side room. Return to the original room and take the second mouse hole. This will sneak you into the next room where a pair of mages plot. Because you've come in stealthed, you can change form in their midst and get the jump on them. In the third room, you aren't so lucky; you'll have to beat the two mages the old-fashioned way through hard work and skill. Pick up the +1 magic bonus in this room.

The third room has a circle of crazy mages that immediately attack. Use your burning man form to hurl a Fireball in the center of the circle. With any luck, you should incinerate two to three of them on the spot, and severely burn the rest. Follow up with a Flame Blast or two, or switch to spirit form for some icy fun.

The fourth room has "lowly" servants, but watch out! One servant will charge you when you open the door, and two others are invisible, waiting to backstab you as soon as they get a chance. A burning man's Fireball at the first servant may get two in the process. Use spirit form or your true form to handle the rogue servants.



Switch to burning man form to pass the fire barrier on the opposite side of the servants' quarters. Three lesser rage demons will appear and attack in the next room. Switch out of burning man form and into spirit form. Root one with Crushing Prison and battle the second with Winter's Grasp. The third will arrive after a delay, possibly long enough for you to finish off the first two. Switch back to burning man form to open the next door. Hurl a Fireball into the room in the midst of the enemy mages near the center of the next room. If anyone gets up, burn them back down with Flame Blast.



Mage instructors and mage pupils inhabit this room. Stay in burning man form for this encounter! The mages are Fireball happy, and you can protect yourself from a lot of damage with the burning man's fire immunity. A Fireball or two at strategic locations should do the trick. After searching the bookcase, take the stairs up to the next level.



When you enter the next floor, you stumble upon Chantry priests and two stone golems attacking the Cursed Dreamer. You'll have to be on the move for this fight; if you stand still and get whacked by a golem or Chantry spell, it could be all over. In burning man form, chuck a Fireball at whichever group you can strike without causing friendly fire to the Dreamer or yourself. Switch to spirit form and imprison one of the golems with Crushing Prison and then use a Winter's Grasp on one of the Chantry priests (or the second golem if its health is low). Hit Regeneration on yourself and circle around the room. Wait for Winter's Grasp to become active and fire another off. When Crushing Prison becomes available again, throw it on the strongest foe. Eventually, you will wear them down and save the Cursed Dreamer. As a reward, he gives you the golem form. Ignore the new Fade Pedestal that has appeared and take the stairs up to the next level instead. Kill the mages and stone golem in the next room, then switch to golem form to smash through the massive door blocking your path. You now have access to the southern section of the map.



Fade Shapeshifting:
Golem Form

Abilities:

Golem Form, Slam, Quake, Hurl

Inside the Fade, you can gain the power to shapechange into four different creature forms, each with its own strengths and weaknesses. Golem form has enormous strength and can smash doors you would not normally be able to budge. It is highly resistant to physical attacks,

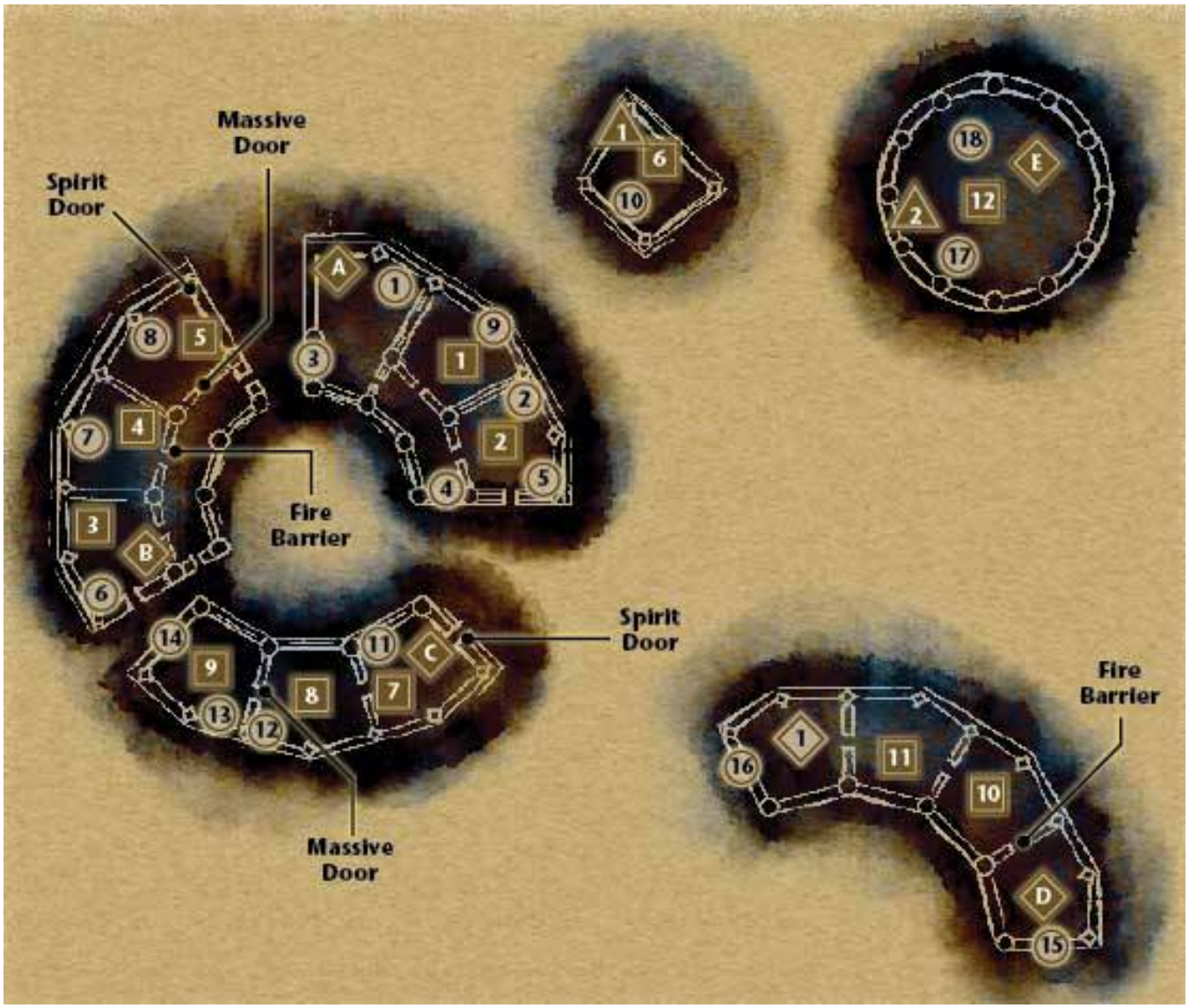
but vulnerable to magic. Your Slam attack will cause critical damage on each hit and knock the target down. Quake is an AoE attack that damages all nearby foes (and friends) and stuns them unless they pass a physical resistance check. Hurl throws a chunk of rock at a target and damages all nearby targets. It also knocks down enemies hit. You can now smash open massive doors.

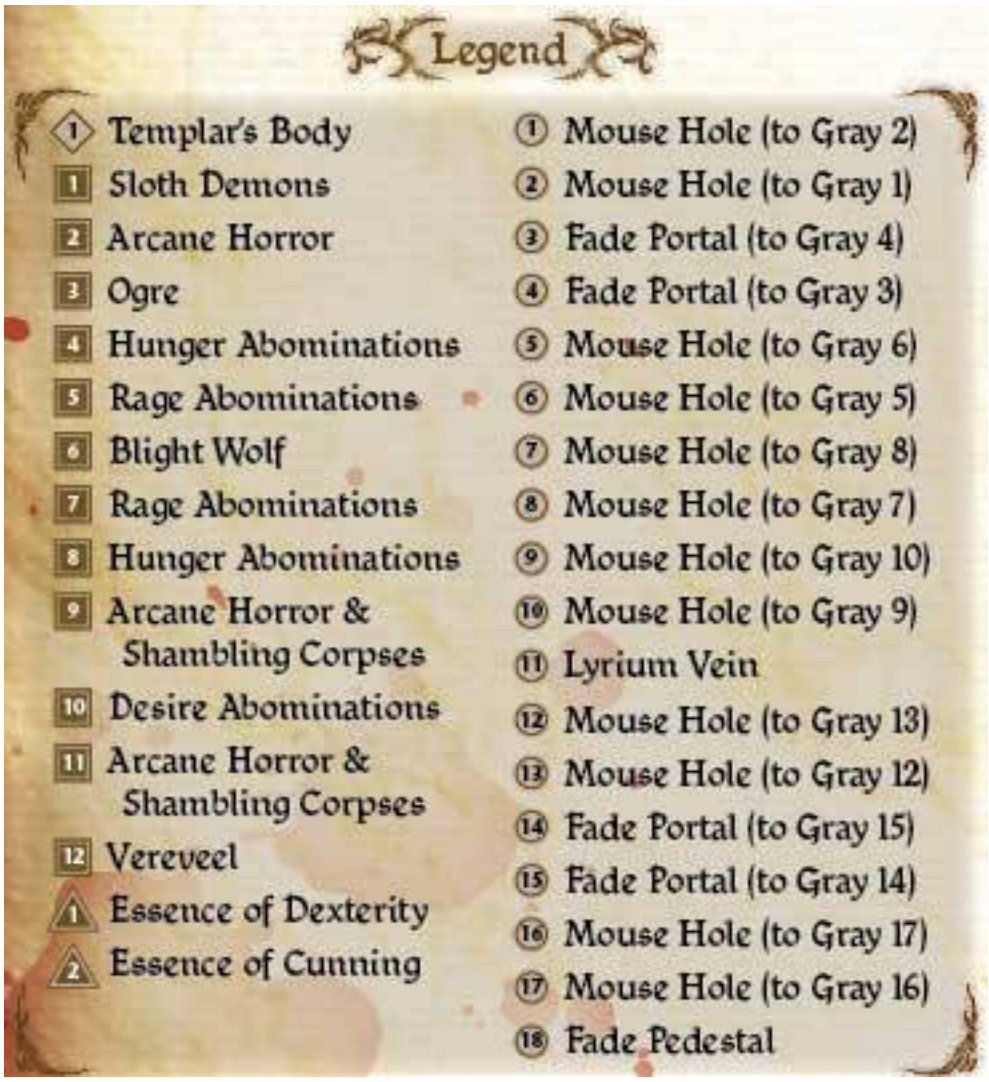


In the southern section of the map, there are six essences to earn. It's well worth the effort of cleaning up some stone golems, mages, and priests. When you're ready to tackle Slavren, head down to the southern tip and fight the arcane horrors (square 17). After you defeat the horrors, change to spirit form and take the side passages to earn more essences. You only have to vanquish three stone golems for four essences—a nice trade.

As soon as you enter the last room, Slavren will charge. You can go for the Crushing Prison, but if Slavren resists it your spirit form will get torn to shreds. It's better to pound at him in golem form, then switch to your true form for some healing (either if you're a mage or with a health poultice). You can also hit Slavren with a point-blank Fireball if you're in burning man form. Take him down and another island falls. Now return to Darkspawn Invasion and Burning Tower to complete those islands.

Templar's Nightmare





Runthrough (Templar's Nightmare)

Summary:

Use all of your forms to traverse the dungeon and slay Vereveel.

A.

Enter Templar's Nightmare here.

B.

Use the mouse holes to sneak up on the ogre.

C.

Hop through the spirit door to reach the third hub.

D.

Stay in burning man form to avoid a fire trap and then clean out the fourth hub.

E.

Slay Vereveel.

Templar's Nightmare Cheatsheet

Main Plot Quests

Lost in Dreams

Important NPCs

Templar's Body

Key Items

Essence of Cunning

Essence of Dexterity

Monsters

Arcane Horror

Blight Wolf

Desire Abominations

Hunger Abominations

Ogre

Rage Abominations

Shambling Corpses

Sloth Demons

Vereveel

Side Quests

None



You must have all your forms to navigate through the Templar's Nightmare; if not, you'll get frustrated or stuck in many areas. In the initial chamber, change to mouse form and take hole #1 to hole #2. When you reach the room with the arcane horror, you'll trigger a poison trap. Forget it for now and change quickly into spirit form. Use Crushing Prison on the horror and it's over for the creature. Cast Regeneration to offset the poison.



In the arcane horror room, change to mouse form again and take hole #5 to hole #6. You'll appear behind monstrous ogre. Due to the element of surprise, you have your pick on how to handle the ogre. You can use Crushing Prison on him in spirit form, or bash fists in golem form. You could even Fireball him with burning man form. One or two hunger abominations from the next room may hear the commotion and attack as backup for the ogre. Deal with them using Winter's Grasp, Quake, or Flame Blast, according to your form.

Change to burning man form and bypass the fire barrier in the next room. Next, change to mouse form and take hole #7 to hole #8 in the next room (or you could just bash in the door in golem form). Dispatch the rage abominations in the room and switch to spirit form so you can use the spirit door within.



Fight through a series of creatures in the next three rooms. Stick with the forms that have been working best for you, and restock at the lyrium vein if you get low on health or mana. Turn into burning man form before proceeding.



When you reach this room via the Fade Portal, make sure you are in burning man form. A fire

trap triggers and engulfs the whole room in flames. Pull the desire abominations toward you by lobbing a Fireball at the nearest one. The flames in the room will take care of the rest. In the third room, shambling corpses run interference for an arcane horror. Don't let the horror cast deadly spells on you. Burning man form gives you Fireball as a great counterattack, or spirit form's Crushing Prison can silence the arcane horror forever. Take the mouse hole at the end to the final area.



Vereveel leads you into a circular chamber with no exits. It's do or die time here. Try to catch her with a Crushing Prison if you can, or lob a Fireball in her direction. Avoid golem form; it takes too much damage from her spell attacks. Use your true form to cast healing or use poultices throughout the fight to stay alive. Once you defeat Vereveel, you will have unlocked the Inner Sanctum, where you can go after Sloth. However, first you need to free your followers for the coming finale.

A Nightmare (Freeing Your Followers)



Before you go battle Sloth in the Inner Sanctum, visit each of the three Nightmare realms on the Fade outskirts. Your followers are trapped in them, and you need to free them for the battle against Sloth. Talk to each companion and help them snap out of their nightmares. You should know your followers well by now, so it's a snap to answer the correct dialogue choices and get each one to fight free. A short battle will occur, and once the two of you defeat the enemies, your follower will be available for the final battle.

The Inner Sanctum



Prepare your party for one of the toughest battles in the entire game. Sloth changes form, so you must defeat him four different times to win. After playing solo for a while, get back into party mode and work your standard tactics—tank on Sloth, healer primarily on the tank, and DPS chipping in whenever possible. Your PC should use his golem form for most of the fight. It does solid damage and reduces the physical damage from Sloth's attacks. Spirit form can also add another healer to your party when you start throwing Regeneration around.



It's a long fight. Ration your spellcasting to only essential spells: ones that damage Sloth heavily, and ones that heal your party. Keep several lyrium potions handy to fill up your mana reserve on healers. If a party member drops to near dying, retreat and use a health poultice, especially if the healer's mana is running low.



In his final form, Sloth will freeze the entire party, which paralyzes you in place and deals cold damage over time. It's brutal if you don't have healing at this point. If you have Wynne, she

should kick off a Group Heal immediately after the effect to try to pump up everyone's health before Sloth kills them one by one. With some good party tactics and some timely healing, Sloth will eventually succumb to your weapons and you'll finally be free of the Fade. You now return to Templar Quarters on the fourth level of the Circle Tower. You have one more major enemy to kill.

The Circle Tower (Fourth Floor: After Fade)



Runthrough (Circle Tower: Fourth Floor—After the Fade)

Summary:

After returning from the Fade, you must seek out Uldred and end the Circle Tower nightmare.

A.

Back on the fourth floor of the Circle Tower, pick up the Litany of Andralla from Niall's dead body.

B.

A trap triggers by this treasure and surrounds you with demons.

C

Speak with Cullen and then head into the Harrowing Chamber.

Circle Tower (Fourth Floor: After the Fade) Cheatsheet

Main Plot Quests

Broken Circle

Important NPCs

Cullen

Key Items

Litany of Andralla

Monsters

Dragonlings

Greater Rage Demon

Lesser Shades

Rage Abominations

Sloth Abominations

Side Quests

None



After exiting the Fade, you arrive back on the fourth level. Before you leave the central room in search of the Harrowing Chamber, loot Niall's dead body for the Litany of Andralla. It will protect you against mind control before the adventure ends.



In the room with the giant globe, you'll see a soldier's corpse and a locked chest at the end opposite the entrance. It appears as any other empty room, until you touch the treasure. A greater shade, a few lesser shades, and a greater rage demon materialize around you and attack. Retreat to one corner and fight there so you don't get flanked by demons. The lesser shades go down easier; concentrate on them to reduce the number, then apply your full party strength against whichever of the two bigger threats is weaker. When you finish off the second ranked foe, grab your treasure and be on your way.



The last room before Harrowing Chamber holds Cullen. Inside a magical circle of protection, the templar pleads with you to destroy everyone in the Harrowing Chamber, unsure of what they've become. You can choose to see for yourself what's up there before making a decision, or you can choose on the spot to side with the mages (don't kill them) or side with the templars (kill all mages). After speaking with Cullen, proceed up the stairs to the Harrowing Chamber.

The Harrowing Chamber



Runthrough (Harrowing Chamber)

Summary:

Slay Uldred and bring the Circle Tower's madness to an end.

A.

Slay Uldred.

Harrowing Chamber Cheatsheet

Main Plot Quests

Broken Circle

Important NPCs

First Enchanter Irving

Key Items

None

Monsters

Abominations

Uldred

Side Quests

None



Uldred has made mass murder even more repulsive, if that's possible. He has converted many of the mages into abominations, and plans on doing the same to you and everyone left in the tower. The only way to cleanse the tower is to kill Uldred. During the fight, as Uldred begins to convert a mage into an abomination (which will add that abomination to the fight against you), you can use the Litany of Andralla to deny the conversion. If Wynne is still alive in the party, she will give you a voice cue when to use it, or you can watch for a white glow around the wounded mages around the outer edge of the chamber. Using the Litany saves the mage, and if you do it at least once, then you have chosen to save all the mages in the Tower as the ultimate outcome. If you don't have the Litany or choose not to use it, then all the mages die at the end of the battle and you have ultimately sided with the templars.

Note: Choosing to side with the mages means you will gain a mage army in the final battle against the archdemon at game's end. Choosing to side with the templars gives you a templar army in the final battle against the archdemon. Both will aid you in the final battle, though siding with the mages now prevents Uldred from gaining allies in the current fight and makes for an easier encounter.



Match your tank up against Uldred from the start. Send an off-tank against one of the abominations and have your party concentrate on destroying that abomination quickly. While preventing Uldred from creating abominations (the Litany stops this), slay the remaining abominations so you only have to face Uldred. In his demon form, Uldred can smack characters around for heavy damage. Your party healer should rotate through healing spells, such as Heal, Regeneration, and Group Heal (if they are a spirit healer and others in the party have taken damage too). If anyone in the party drops below 50 percent health and the healer can't keep up with the damage, they should immediately use a health poultice to stay out of the danger zone. Watch out for Uldred's ice attack which freezes everyone solid. It effectively acts like a stun, which means you can't deal damage or heal for several seconds. None of your party members can be low on health at this time or he may slay them.



Pour the damage on Uldred. Ranged attackers should stay clear of his long, sweeping demon claws. If you can outrace the damage Uldred deals, and minimizes how many extra abominations enter the fight, you should come out on top.

If you have a healer with Revive, don't forget to resurrect a fallen companion in the middle of battle to keep your party whole.

After the battle, speak with First Enchanter Irving. He will take you down to talk with Greagoir and thank you for saving the Circle Tower. You will gain your army for the final battle at this point. Wynne will also join your party permanently if you choose to invite her, and provided you are not a blood mage specialist. If you've chosen to specialize as a blood mage, Wynne will confront you at the base of the tower. If you admit you are a blood mage and choose to fight, then you will battle all the remaining templars and any mages alive (including Wynne). If you survive, you will gain neither the mages nor the templars for the final battle against the archdemon.

Caution: If Morrigan is in the party, at the end dialogue (in any outcome), it is possible to mention that she is an apostate mage. At this stage you can get her to leave the party in the same way as if you told her to directly leave the party.

Mage Army

If you have saved all the mages in the tower or have chosen not to lock the mages away, then the mages join the Grey Warden army for the final battle against the archdemon. The mages of the Circle are capable of unleashing deadly spells at any range, but are very weak in melee combat.

Templar Army

If you have killed all the mages in the tower or have chosen to lock the mages away, then the templars join the Grey Warden army for the final battle against the archdemon. The templars are an elite force of well-rounded fighters. Because they are capable of disrupting magic, they excel against spellcasters.

Arl of Redcliffe

Note: The main quest lines—"Broken Circle" (mage), "Arl of Redcliffe/Urn of Sacred Ashes" (human), "Paragon of Her Kind" (dwarf), and "Nature of the Beast" (elf)—can be completed in any order. However, it's probably best to finish the "Arl of Redcliffe/Urn of Sacred Ashes" quests second because, unlike the elf quests or the dwarf quests, these take you into Denerim, and you want to explore Denerim early in the game for access to lots of vendors and rewarding side quests.

Redcliffe Village (Day)



Runthrough (Redcliffe Village: Day)

Summary:

Help the villagers prepare for the night's fight against the undead.

A.

Enter the village and speak with Tomas.

B.

Visit the village Chantry and speak with all inside.

C.

Speak with Murdock.

D.

Convince Owen to join the cause.

E.

Speak with Ser Perth.

Redcliffe Village (Day) Cheatsheet

Main Plot Quests

A Village Under Siege

Important NPCs

Bann Teagan

Kaitlyn

Mother Hannah

Murdock

Owen

Ser Perth

Tomas

Key Items

The Green Blade

Monsters

None

Side Quests

A Missing Child

A Stiff Drink to Dull the Pain

Every Little Bit Helps

Lost in the Castle

The Dwarven Veteran

The Maker's Shield

Spy!



You arrive at Redcliffe from the northwest staircase. Travel across the open field and over the bridge to talk to Tomas. He explains that there is trouble at the castle and guides you down into the village.



Tomas takes you to talk to Bann Teagan in the Chantry. You discover that the village is under

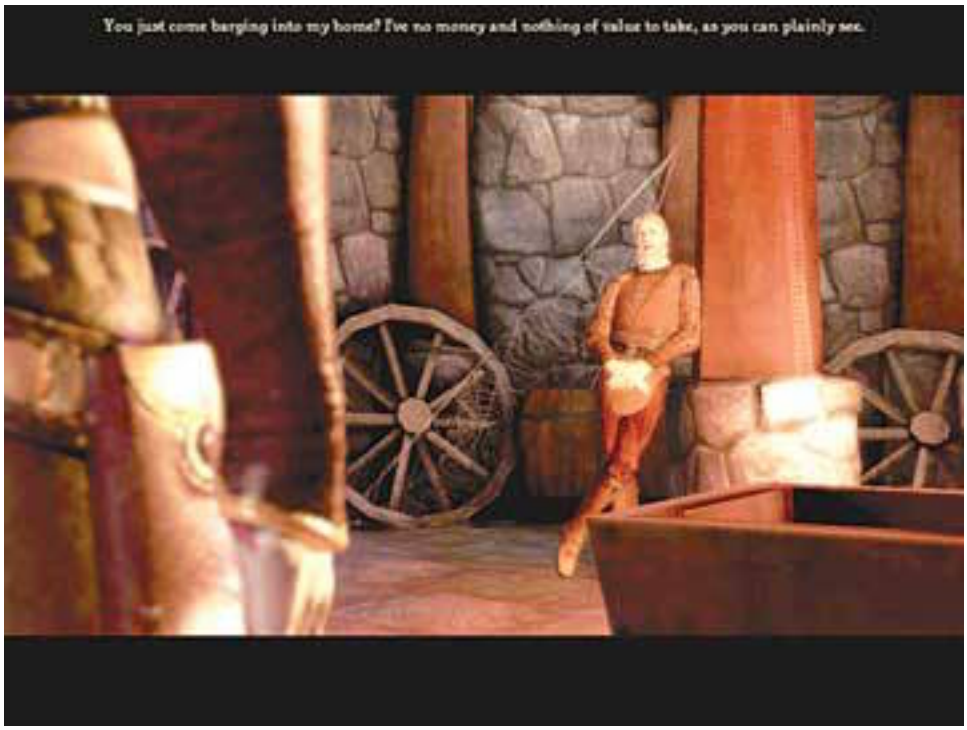
siege at night by undead monsters. After speaking with Teagan, you can also chat with Mother Hannah and Kaitlyn. If you choose, Kaitlyn gives you the "A Missing Child" side quest to find her brother Bevin. Find the boy hiding in the dresser at Kaitlyn's home. You can persuade/ intimidate Bevin into giving you the key to a locked chest on the second floor that contains the magic family sword: The Green Blade. There is also a book in the house for another codex entry: The Legend of Calenhad: Chapter 1.



Caution: If you leave Redcliffe after speaking with Bann Teagan, you abandon the village to a grisly fate. When you return, the village will be empty and only the castle will remain.



In the town square, Murdock orders men back and forth. He tells you that the village defenders are poorly outfitted and need repairs badly. He directs you to speak with the local blacksmith, Owen, who is reluctant to help. Talk to Owen in the smithy, then report back to Murdock.



The smithy door is locked. To gain entrance, you need to persuade or intimidate Owen to let

you in. Failing that, you can have a rogue try to pick the lock or simply smash it in by brute force. Convince Owen to carry out the equipment repairs by promising to look for his daughter Valena in the castle and accepting the side quest, "Lost in the Castle" (see the Side Quests chapter for details). After Owen has agreed to help, search the corner for a stash of equipment. It's under the crate, and you'll need Owen's key to open the hidden trapdoor.

If you don't want Owen's help, it's possible to refuse the "Lost in the Castle" quest. You can still gain the equipment stash, but only if you kill Owen and take his trapdoor key. With Owen dead, you can choose to give the hidden equipment to Murdock and his men; however, the hidden equipment is inferior to the repaired equipment Owen would have given the men. You can also tell Murdock that there is no way to acquire better equipment and the militia will fight using only the equipment they have.



Tip: If you've killed the blacksmith Owen, he will be replaced with a new smith after the battle. You can lie to the new smith and trick him into giving you one of Owen's items.



Speak with Ser Perth on the hill and confirm that his knights are ready for battle. The night's battle against the undead will begin as soon as you also confirm with Murdock that his men are ready.

Note: There are several side quests you can complete in Redcliffe Village to strengthen the defenses before nighttime. These include "The Dwarven Veteran" (add more men to the fray), "The Maker's Shield" (boost the militia's morale), "Every Little Bit Helps" (add fire to village defenses), and "A Stiff Drink to Dull the Pain" (boost morale). You can also investigate "Spy!" to mess up Loghain's schemes. See the Side Quests chapter for complete details.

Redcliffe Village (Night)



Runthrough (Redcliffe Village: Night)

Summary:

Help the villagers defend against the undead.

A.

Battle walking corpses by the mill.

B.

Battle walking corpses in the town square.

C.

Speak with Bann Teagon to discover a secret passage into the castle.

Redcliffe Village (Night) Cheatsheet

Main Plot Quests

The Attack at Nightfall

Important NPCs

None

Key Items

None

Monsters

Walking Corpses

Side Quests

None



As night falls, the walking corpses shamble out of the castle and down into the village. You first encounter them up at the mill. Use the barricades at the bottom of the mountain pass as cover. Position your warrior and other DPSers alongside the top one, or in between the two back barricades, to prevent the hordes of walking corpses from flanking you. Position your spellcasters in the rear. If the walking corpses begin to swarm you, retreat toward the mill and the knights will rally out to protect you. Use your standard combat procedures and repeat as each undead wave hits. When only a few remain, climb the hill and finish them off.



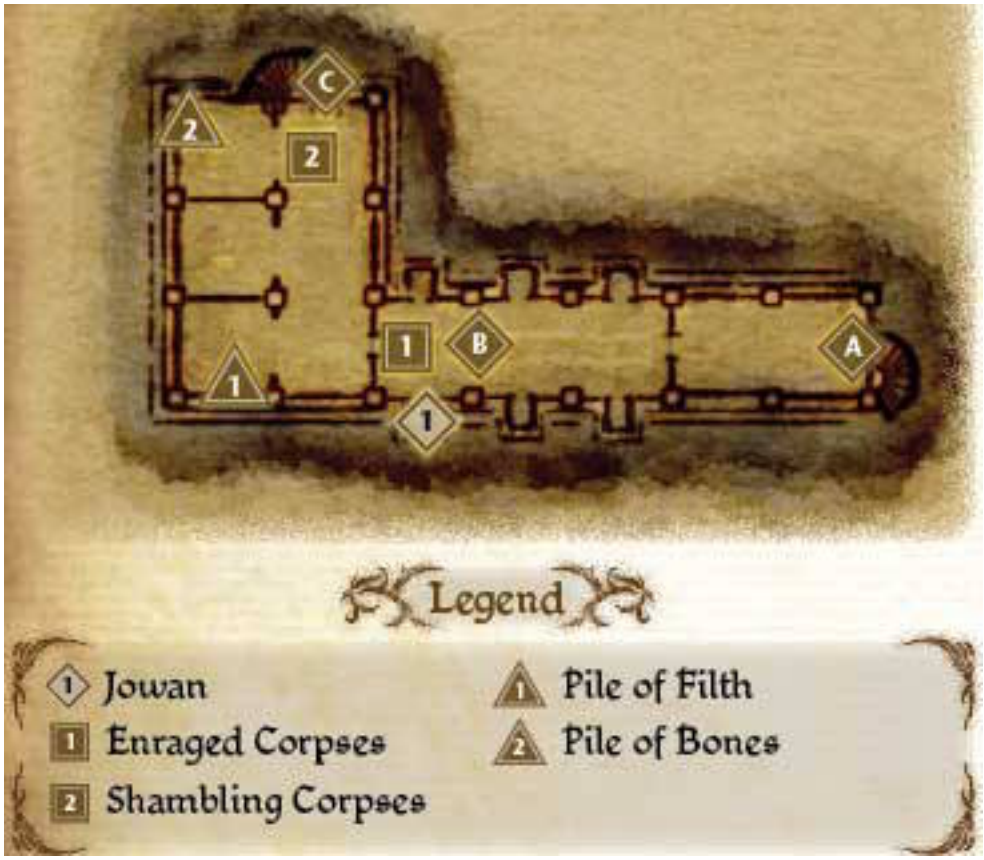
Once the mill is safe, a villager alerts you to the undead forces attacking the town square. Rush down the hill toward the Chantry and aid the men who're battling walking corpses on all sides. Slay all the walking corpses in town as they charge from the outskirts. Eventually, you have to hunt down a few straggler undead. It helps to have the Survival skill here to spot the undead from afar.

Tip: If no defenders are killed during the fight, Teagan will give you an extra reward. If you have Dwyn's thugs in the group, they do not count and can die without cutting off the reward.



Return to Bann Teagan up on the hill by the mill. He and Lady Isolde plan to enter the castle through the main gates, while he asks you to slip into the castle via a secret passage in the windmill. Teagan offers you his signet ring to open the secret door. Accept to go save Arl Eamon.

Redcliffe Village (Basement)



Runthrough (Redcliffe Village: Basement)

Summary:

Enter the castle and find the stairs to the first floor.

A.

Slay the enraged corpses near the prison cells.

B.

Speak to the blood mage Jowan. Release or kill him.

C.

Battle the shambling corpses and go up the stairs to the first floor.

Redcliffe Castle (Basement) Cheatsheet

Main Plot Quests

The Trouble with Castle Redcliffe

Important NPCs

Jowan

Key Items

None

Monsters

Enraged Corpses

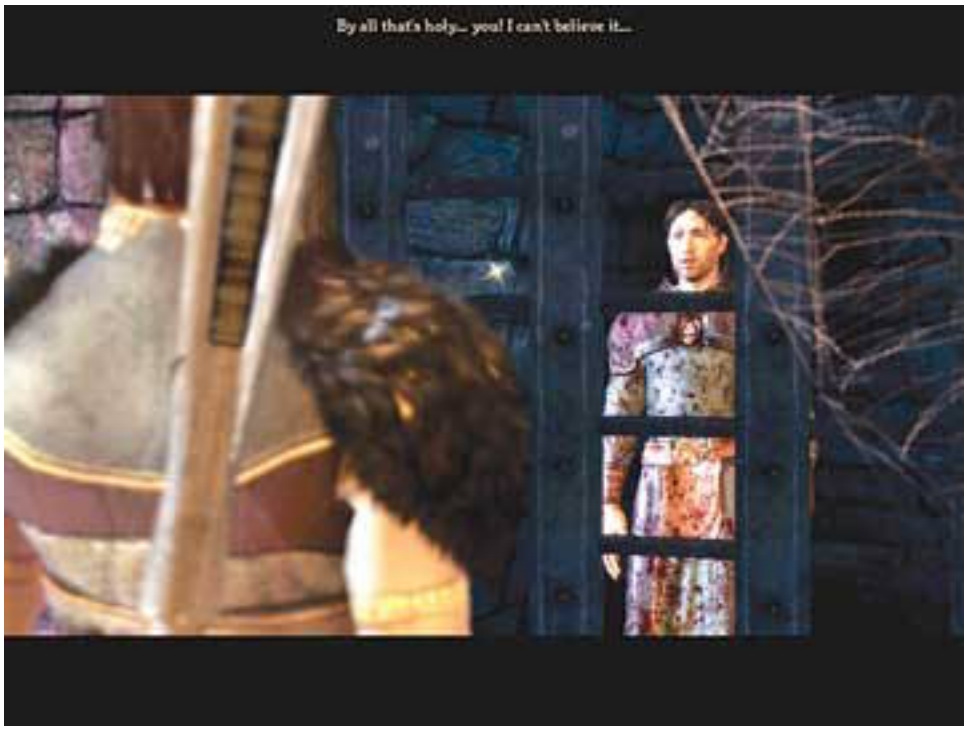
Shambling Corpses

Side Quests

None



You enter the castle through the secret passage in the mill. It brings you into the basement level, and before you can take a few steps, a group of enraged corpses attack from down the corridor. Switch to your ranged weapons and plug them with arrows, or a fireball, or any AoE damage that won't catch your party too. By the time they reach you, the corpses should be halfway down, and a few sword swings and staff missiles should do the rest.



Look for the blood mage Jowan in his cell. You can release Jowan and let him run ahead on his own, leave him in his cell, kill him, or force him to leave the castle permanently. If you choose to kill him or force him to leave the castle, Jowan will not be able to perform the blood magic ritual at the end of the quest. If you don't plan to enact blood magic, then do with him as you will.



Watch out for the shambling corpses that rise up around you before the stairs. You won't have the same chance to do ranged damage as you did with the enraged corpses. Instead, back into a corner so the corpses can't flank you and have your tank hold as much threat as possible. The party deals damage on the corpses held by the tank, unless you order an off-tank to pick up any strays. Healers should be active keeping everyone healthy, and a spirit healer with Group Heal makes all the difference in this fight.

Redcliffe Castle (First Floor)



Runthrough (Redcliffe Castle: First Floor)

Summary:

Progress through the first floor, down into the cellar, and out into the courtyard.

A.

Enter the first floor.

B.

Battle through corpses until you reach the stairs to the cellar.

Redcliffe Castle (First Floor) Cheatsheet

Main Plot Quests

The Trouble with Castle Redcliffe

Important NPCs

Valena

Key Items

None

Monsters

Devouring Corpses

Enraged Corpses

Greater Shade

Lesser Shades

Mabari

Shambling Corpse

Side Quests

Lost in the Castle



You come up on the first floor in the northwest corner. It's an empty room, but outside the door is a shambling corpse that wanders the hallway. If you have Survival and can track the corpse on your mini-map, open the door exactly when the creature is in front of it. You'll surprise it and lure the thing in to fight your party out of harm's way. Fight it in the hallway and it may draw other corpses from down the hall.



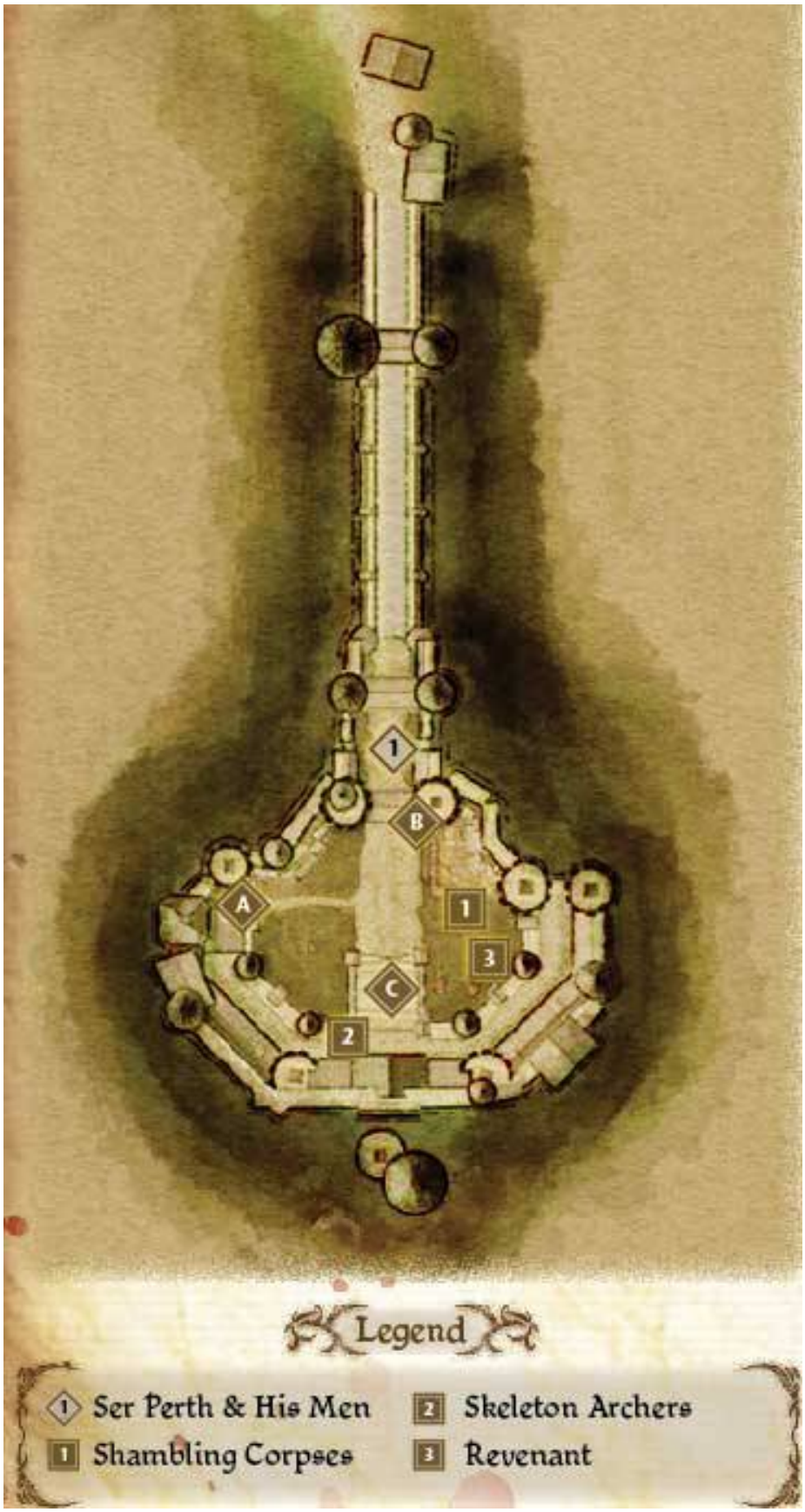
If you have a rogue with nimble fingers, it's worth picking the locked door on your left down the hallway. The secure room holds a treasure trove of items. After you dispatch more shambling corpses in the next room, begin to travel east as best you can.



Continue battling through corpse after corpse. If you want to finish the "Lost in the Castle" side quest, rescue Valena from the small room near the end of the hall (marked square A on the map). In the northeast corner of the floor you'll find the stairs going down to the cellar.

Down in the cellar, sweep the floor clean of all the treasure in chests, a vase, and a pile of junk. Take the stairs in the northeast corner up to the courtyard.

Redcliffe Castle (Courtyard)



Runthrough (Redcliffe Castle: Courtyard)

Summary:

Fight through the courtyard and pull the gate lever to let Ser Perth and his men into the castle.

A.

Enter the courtyard.

B.

Pull the gate lever.

C.

Discuss with Ser Perth the situation and reenter the first floor.

Redcliffe Castle (Courtyard) Cheatsheet

Main Plot Quests

The Trouble with Castle Redcliffe

Important NPCs

Ser Perth

Key Items

None

Monsters

Revenant

Shambling Corpses

Skeleton Archers

Side Quests

None



It may seem like a serene courtyard scene when you emerge out of the cellar, but it's not. Plenty of monsters surround you. If you wander too far out in the middle, skeleton archers will rain arrows down from the upper level and shambling corpses will seek to swarm your party. Instead, make a beeline for the gate lever to the northeast.



The gate lever opens the main gates and allows Ser Perth and his men to charge in and fight with you. Together you have a better chance of surviving the sheer numbers of undead. Shortly after the battle begins, a ranked revenant enters the fray. The revenant hits hard, so make sure your healer is aware of who the revenant is attacking and keep a healthy dose of healing on that target. Once the revenant and its lesser shambling corpses wither to the ground, charge up the stairs and deal with any remaining skeleton archers (who may already be dead with the help of Ser Perth's men).



Assuming Ser Perth survived the battle, speak with him before reentering the first floor through the courtyard door. You can ask Ser Perth to enter the main hall with your party. If so, he will assist you in the upcoming battle against demonic forces.

Redcliffe Castle (Return to the First Floor)



Runthrough (Redcliffe Castle: Return to the First Floor)

Summary:

Return to the first floor and find Bann Teagan, Lady Isolde, and Connor.

A.

Reenter the main hall.

B.

You may choose to sacrifice Isolde and cast a blood ritual to save Connor.

C.

You may choose to kill Connor. Locate the stairs to the second floor here.

Redcliffe Castle (Return to the First Floor) Cheatsheet

Main Plot Quests

The Possessed Child

Important NPCs

Bann Teagan

Connor

Lady Isolde

Key Items

Alistair's Mother's Necklace

Vault Key

Monsters

Bann Teagan

Chamberlain

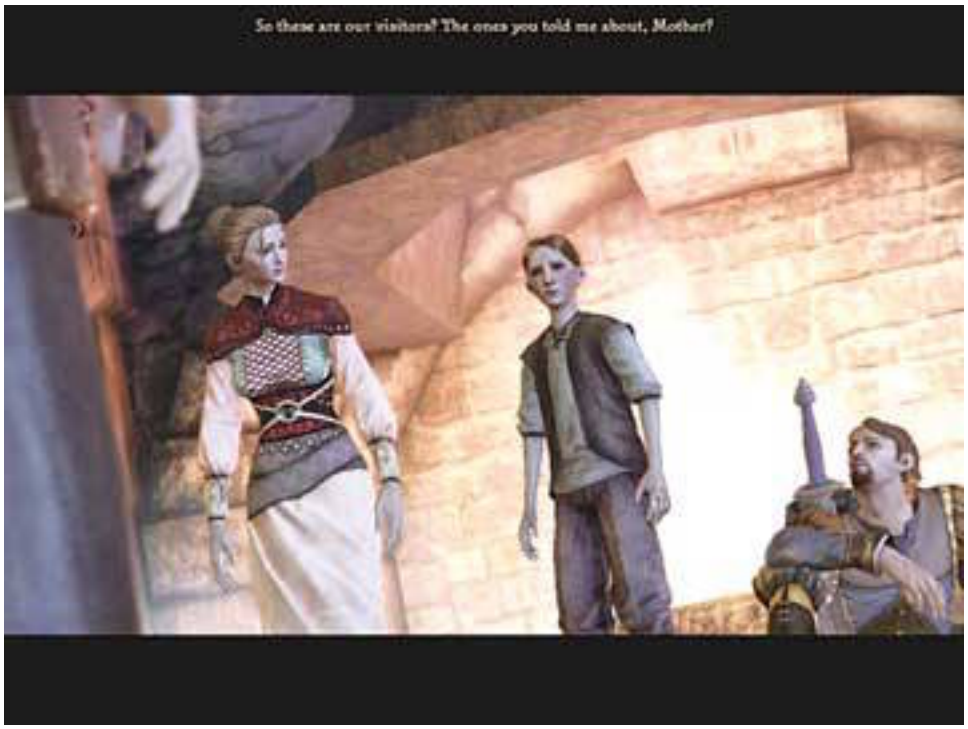
Guards

Shambling Corpses

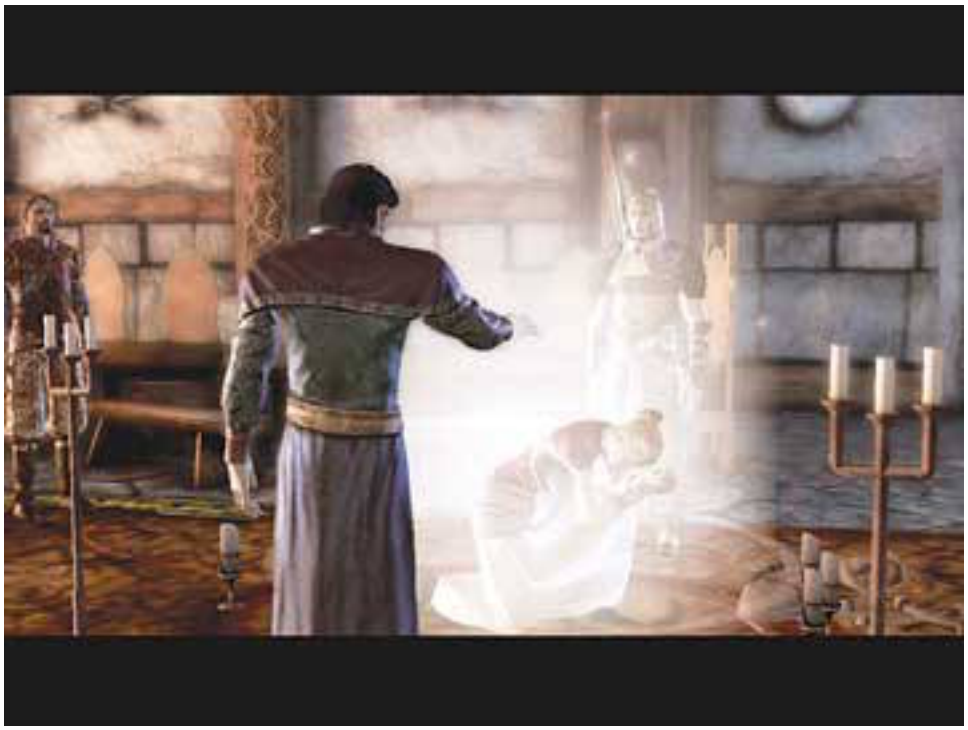
Suits of Armor

Side Quests

None



When you enter the main hall, you see a bizarre scene. Arl Eamon's son, Connor, is possessed by a demon and controls the minds of Bann Teagan and his men. They are Connor's puppets, and after your dialogue with the demon, Connor commands Bann Teagan and the guards to attack you, then flees. Don't hold back—you won't kill Bann Teagan in battle. Defeat him and his men to save your own lives and advance to the next stage of the quest.



If you released Jowan and allowed him to stay in the castle, you can opt to save Connor through a blood ritual. Isolde volunteers to sacrifice her life energy to the ritual, which will cast a mage into the Fade to hunt the demon (either the PC mage, Morrigan, or Wynne). Proceed to the last section in this chapter: The Fade.

Tip: If you have completed the "Broken Circle" quest line, or do so now, you can recruit the Circle of Magi to initiate the Fade encounter without sacrificing Isolde.

If you don't have a mage in your party, you can exit the castle, return to camp, and swap either Morrigan or Wynne into the active party.



If you killed Jowan or exiled him from the castle, and you haven't completed the "Broken Circle" quest line yet, you have no choice but to slay Connor to slay the demon inside him. Step in the room on the west and prepare your party for a trap. As soon as you near the stairs, the suits of armor in the hall animate and attack. They hit hard and can surround you quickly, so backtrack into the main hall and bottleneck them at the doorway so they can't flank.

The far room down the hall is Arl Eamon's study, and if you search the desk you'll find one of Alistair's gifts: his mother's necklace. The southern room holds a chamberlain and more corpses. Defeat them and you gain the vault key, which unlocks the second floor vault door for more treasure. When you are finished with the first level, proceed up the stairs up to the second floor and chase after Connor.

Redcliffe Castle (Second Floor)



Runthrough
(Redcliffe Castle: Second Floor)

Summary: Find Arl Eamon's bedroom and kill the demon.

A. You arrive on the second floor here.

B. Open the vault for extra treasure if you have the key from the first floor.

C. Talk to Connor and battle the desire demon.

Redcliffe Castle (Second Floor) Cheatsheet

Main Plot Quests

The Possessed Child

Important NPCs

Arl Eamon

Connor

Key Items

None

Monsters

Desire Demon

Devouring Corpses

Lesser Rage Demons

Shambling Corpses

Side Quests

None



You arrive on the second floor at the top of a long hallway. All the dead bodies on the ground are actually shambling corpses that will rise as soon as you pass the halfway point in the hall. Stay close together and have the tank pull as much threat as possible; the corpses will be easier to handle on one target instead of the entire party. Heal when necessary and watch your AoE attacks; there isn't a lot of room in the hallway.



In this hallway, you may open the vault door to the north if you hold the chamberlain's key from the first floor. Clean out the weapon stands, armor stands, and chests for some quality loot. Continue east when your party is healed up and ready to go.



In the hallway outside the bedchamber, you encounter Connor again. Speak with Connor until he transforms into the demon. Your tank should jump on the desire demon immediately and hold her attention. The healer concentrates healing on the tank. Anyone else alive in your party chips in with damage. When you have her down about one quarter of her health, the desire demon will vanish and corpses will animate around you. If they are across the hall, you can try an AoE spell such as Fireball to maximize damage, but be very careful not to catch your own party in the blast.

When you defeat the corpses, the desire demon reappears. The tank should once again grab threat and keep her maintained. When the demon drops about three quarters of her health, she disappears again, replaced with lesser rage demons. After dispatching the lesser rage demons, you have the final battle against the desire demon. It's a long, long fight, so restore whatever mana you can with lyrium potions; Rejuvenate also helps to pump up everyone's stamina.

After you slay the desire demon, Lady Isolde runs into the room to plead for Connor's life. You can either knock her out and kill Connor yourself, or convince Isolde that her whole family will be trapped in this nightmare unless she concedes to Connor's death. She will ask you to let her kill Connor herself.

Redcliffe Castle (The Fade)



Runthrough
(Redcliffe Castle: The Fade)

Summary:

Navigate Connor's dream in the Fade and defeat the demon.

A.

Find Connor and battle his demon incarnation.

B.

Find Connor and battle his demon incarnation.

C.

Find Connor and battle his demon incarnation.

D.

Find Connor and battle his demon incarnation.

E.

Slay the desire demon.

Redcliffe Castle
(The Fade) Cheatsheet

Main Plot Quests

The Possessed Child

Important NPCs

Arl Eamon

Connor

Key Items

None

Monsters

Desire Demon

Side Quests

None



You begin the northeast corner of Connor's dream in the Fade. Wander to the west and find Arl Eamon. He's confused and doesn't want to believe his son is possessed by a demon, but it's reassuring to talk to him and know he's still alive. Take the first portal to the second portal.

Note: Portals in the Fade glow purple when they are active. The portal automatically takes you to the next location, even if it's the portal you just stepped through.



Find Connor near his bed. Speak with him and goad the desire demon into attacking you. Defeat the demon to open the portal to the next location (it's the same portal you stepped through to get here).

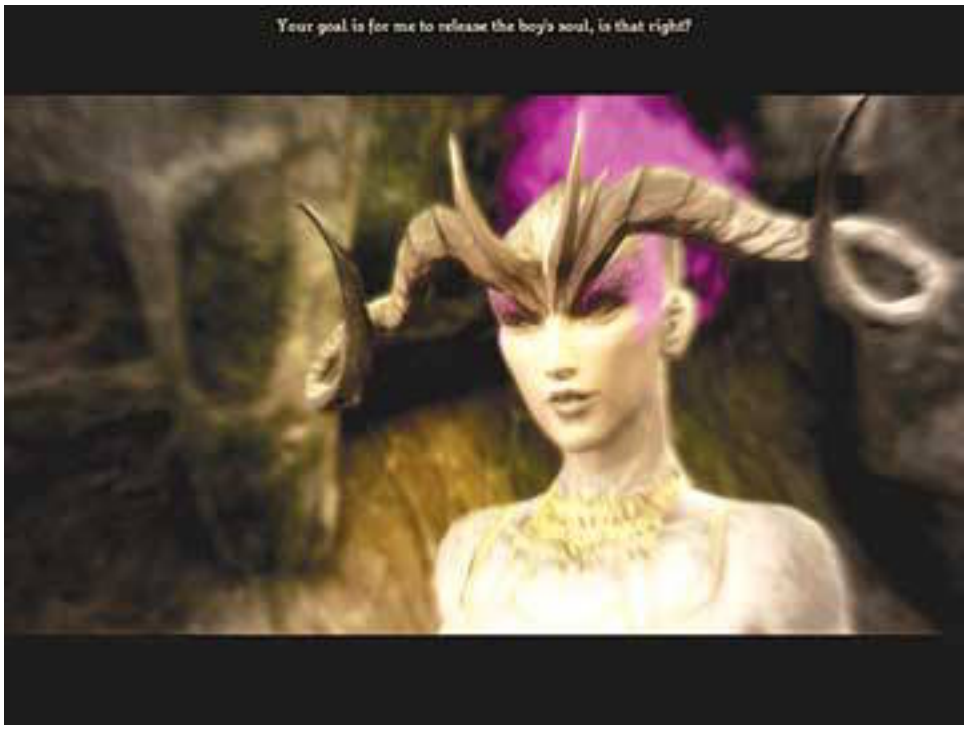


Find Connor again. This time the desire demon attacks with a lesser rage demon at her side.

Hit the desire demon with a stunning spell such as Mind Blast or root spell such as Crushing Prison, then focus on the lesser rage demon. Cold spells work great. The lesser demon falls quickly, so hopefully you can switch back to the desire demon before she regains her senses and attacks. Defeat her a second time to open the portal to the next area.



After speaking with Connor, prepare for two lesser rage demons to appear with the desire demon. Heal often in this fight, whether with spells or health poultices. If your mana runs low, sip a lyrium potion and continue to pour on the damage, first on the lesser rage demons and then the desire demon.



The final demon incarnation hides here. You can either kill the desire demon outright, or bargain with her. When you confront the desire demon, she offers you a choice: a reward for Connor's soul at a later date. She agrees to free him for now and let you finish your duties against the Blight, but in some future time, you agree to let her return and claim Connor's soul. It won't affect your game play, only your conscience.

The reward can be one of the following: blood magic specialization, an approval increase with any companion except Oghren, a special tome that grants one talent point, or you can ask for pleasure from the desire demon. If you choose not to accept the reward, you battle to the death. Slaying the demon in the Fade frees Connor and returns you to Redcliffe Castle.

To Save Arl Eamon



Whether you kill Connor, let Isolde sacrifice herself for her son, or save both with the Circle of Magi, you eventually free Redcliffe from the desire demon's influence. Alas, Arl Eamon does not wake, and may be taking a turn for the worse. Natural remedies, and even standard magic healing, will not rescue him. You need the aid of an ancient artifact: the Urn of Sacred Ashes. Only then can you return Eamon to life and ask him to join the Grey Wardens against the coming Blight.

Urn of Sacred Ashes

Note: The main quest lines—"Broken Circle" (mage), "Arl of Redcliffe/Urn of Sacred Ashes" (human), "Paragon of Her Kind" (dwarf), and "Nature of the Beast" (elf)—can be completed in any order. However, it's probably best to finish the "Arl of Redcliffe/Urn of The main quest lines—"Broken Circle" (mage), "Arl of Redcliffe/Urn of Sacred Ashes" (human), "Paragon of Her Kind" (dwarf), and "Nature of the Beast" (elf)—can be completed in any order. However, because this is the second part of the Arl of Redcliffe quest, it's probably best to finish this after Redcliffe because the quest sends you to Denerim looking for Brother Genitivi, and you definitely want to visit Denerim early in your adventures. Ashes" quests second because, unlike the elf quests or the dwarf quests, these take you into Denerim, and you want to explore Denerim early in the game for access to lots of vendors and rewarding side quests.

Denerim Market District



Runthrough
(Denerim Market District)

Summary:

Visit the market and seek out Brother Genitivi at his home.

A.

Wander the market for vendors and side quests if you like.

B.

Stop by Brother Genitivi with questions about the Urn of Sacred Ashes. Unlock the Village of Haven on the world map by finding Genitivi's research in his bedroom chest.

Denerim Market
District Cheatsheet

Main Plot Quests

The Urn of Sacred Ashes

Important NPCs

Weylon

Key Items

Genitivi's Research

Monsters

None

Side Quests

Chanter's Board

Sergeant Kylon's quests

Honor Bound

Friends of Red Jenny

Gnawed Noble Tavern quests



Your first destination on the quest for the Urn of Sacred Ashes lies in the opposite direction from the urn: Denerim. You're looking for the famous researcher Brother Genitivi, a scholar who has searched for the urn most of his life. If anyone has knowledge of its existence, it would be Brother Genitivi. You can wander the marketplace in Denerim all you like, and there plenty of events to keep you busy, from spending money at vendors to collecting loads of side quests in and around Denerim. When you are ready to continue on the "Urn of Sacred Ashes" quest, head to Brother Genitivi's home in the Market District's southeast section.

Note: You can complete many side quests in Denerim. If you would like to earn more experience or rewards, or whenever you don't feel like setting out into the world map on a big adventure, accept any quests that you fancy. See the Side Quests chapter for complete details.



Enter Brother Genitivi's home. Genitivi's assistant tells you that the explorer has been missing for a while and was last seen in Lake Calenhad. You shouldn't trust Weylon, however. If you have a high enough cunning score, you can reveal that he's lying and he'll attack you. If you can't trick him with dialogue, go to open the door into Brother Genitivi's bedroom and Weylon will interpose. If you insist on opening the door, Weylon will attack.

If you don't reveal Weylon as a traitor and listen to his lies, he will direct you to the Spoiled Princess tavern in Lake Calenhad. You can question the innkeeper there about Brother Genitivi, and when you exit you'll be ambushed by some weird cultists. Weylon has set you up for execution. Return to Genitivi's house angry and you'll
trigger an attack by Weylon then.



Four on one is good odds, and despite Weylon's formidable Lightning spells, he should go down if you stun him once or twice or counteract his damage with healing. Search the chest in Genitivi's bedroom and you'll find some of Genitivi's research. This unlocks the Village of Haven on your world map. It's your next destination.

Village of Haven



Runthrough (Village of Haven)

Summary:

You are strangers in the Village of Haven. Journey to the Haven Chantry and fight the guards to free Brother Genitivi.

A.

Survey Haven. You will not be welcome.

B.

Talk to Father Eirik in the Haven Chantry. Free the captive Brother Genitivi.

Village of Haven Cheatsheet

Main Plot Quests

The Urn of Sacred Ashes

Important NPCs

Boy

Father Genitivi

Guard

Key Items

Cultist Medallion

Monsters

Father Eirik

Guards

Side Quests

None



Haven is not a welcoming place, and its citizens will do anything to keep their secrets. The villagers treat you coldly, and if you snoop around enough, they become hostile and cultists attack you. You can investigate a bloodied altar in the empty home or discover the corpse of a missing Redcliffe knight in the shop. If you want to play it inconspicuously, simply head up the hill to the Haven Chantry and speak with Father Eirik inside the church.



Inside the Haven Chantry, Father Eirik tries to politely shoo you away, but if you pursue your questioning regarding Brother Genitivi, Eirik orders the guards to attack. You start out surrounded; to avoid penalties, move your party to a corner and eliminate flanking. The tank should take Brother Eirik while an off-tank warrior or rogue takes on the guards. Healers will have to be quick to spread the healing around.



After you slay Father Eirik, you recover the Cultist Medallion from his body. This is your key into the Ruined Temple, so make sure you have it with you when you leave the Chantry. Slide open a secret passage in the Chantry's northeast corner. Inside the small room lies Brother Genitivi. He's hurt, but he can manage to limp and show you the entrance to the Ruined Temple, where the hunt for the Urn of Sacred Ashes continues.

Ruined Temple





Runthrough (Ruined Temple)

Summary:

Navigate the treacherous temple to discover the Wyrmling Lair.

A.

Let Brother Genitivi open the temple door and guide you in.

B.

Take the stairs as you battle a handful of mad cultists.

C.

Use the south eastern chamber key to get the main door key.

D.

Open the main doors with the special key.

E.

Light the brazier to continue forward.

F.

Survive the trap with an ash wraith and ambushing cultists.

G.

Find the stairs to the Wyrmling Lair.

Ruined Temple Cheatsheet

Main Plot Quests

The Urn of Sacred Ashes

Important NPCs

Brother Genitivi

Key Items

South Eastern Chamber Key

Main Door Key

Monsters

Ash Wraiths

Bronto

Cultist Archers

Cultist Mages

Cultist Reavers

Side Quests

None

With the help of the Cultist Medallion, Brother Genitivi guides you into the Ruined Temple. He waits for you at the entrance, which is a safe zone, so you can always go back and talk to him if you like. If you are careful not to stray too close to the large stairs directly in front of you at the chamber's far end, you can explore both side passages. Cultists guard some loot on the west side, while you can uncover some interesting texts on the east side. A locked door on the east side leads into the southeastern chambers. You'll come back later with the key.



Cultists reavers and archers man the stairs. You have to battle through them to progress farther into the dungeon. Inch up slowly, and when the first cultist comes into range, strike him with an AoE attack (say, Fireball) or a long-range arrow. Pull cultists to you, so you don't get caught in a crossfire. After you thin out a few, send your tank up to engage the remaining cultists and work as a team to wipe them out. After the stairs, begin on the western chambers. Take it slowly; there are a lot of cultists. AoE attacks work great as long as you can keep your own party out of them. Grab the south eastern chamber key from the ornate chest (marked triangle 9 on the map).



When you leave the western chambers, watch out for another cultist ambush from below the steps, guarding the doorway to the southeastern chamber (which was empty earlier). Keep the high ground and rain down ranged attacks on the ambush below. Let them come to you and pick them off as they charge up the stairs. Your tank can meet and greet them if they make it to your party. Once the ambush is dispersed, use the south eastern chamber key to enter the small area. Open all the chests that you can, and make sure you pocket the main door key to open the doors at the top of the stairs.



Use the main door key to open the door leading to the temple's northern section. A cultist mage stands at the top of the stairs at the chamber's far end. Cultist archers flank you along the top ledge on either side. To make matters worse, ash wraiths appear as soon as you try to get in range of the cultists. Your number-one priority is the cultist mage. He can wreck you if left unharassed up on the stairs. Lock him down with a spell such as Crushing Prison, send a rogue to stun him with Dirty Fighting, or have the tank haul his armored butt up there as quickly as possible. The off-tank should grab the threat on the ash wraiths. Healers have to scan the entire battlefield and heal whenever the health bars drop low.



Ignite the magic brazier to pass through the door into the next section of the dungeon. (This step isn't necessary in the console version.)



When you reach the top chamber, it appears empty. It's not. An ash wraith materializes in the center as soon as you step in, and once it has your attention, the doors on either side of the

chamber spring open and cultists charge in. The tank should take the ash wraith, and your ranged DPSers should concentrate fire on the cultist mage who loves to toss Fireballs. If you have Wynne, use her Group Heal often, as soon as the majority of your party is below one third health. Once the ash wraith dies, focus on a new target, and keep out of the way of the ranged cultists down the halls.

You can close the chamber doors for a few seconds of breathing space and to force the ranged cultists to draw closer and open them.

Take the west fork to the stairs leading out of the temple; it's a slightly easier battle. Fight through all the cultists and forget the chest loot on the way, except for the locked chest. The other chests hold no treasure and summon ash wraiths. The stairs at the end lead into the Wyrmling Lair.

Ash wraiths appear when you open the normal chests at triangle 13 on the map. The only safe chest to open is the locked one (if you have a competent rogue).

Wyrmling Lair



Runthrough (Wyrmling Lair)

Summary:

Wipe out everything in the lair on your way to the exit.

A.

Slay the cultist overseer and cultist reavers near the entrance and enter the dungeon.

B.

Choose the left passage at the fork after you battle cultists and dragonlings.

C.

A major battle occurs here between a powerful cultist overseer and drakes.

D.

Speak with Kolgrim. Choose to cooperate or kill him, then seek out the mountaintop.

Wyrmling Lair Cheatsheet

Main Plot Quests

The Urn of Sacred Ashes

Important NPCs

Kolgrim

Key Items

Drake Scales

Kolgrim's Horn

Monsters

Cultist Archers

Cultist Assassins

Cultist Mages

Cultist Overseer

Cultist Reavers

Drakes

Dragonlings

Side Quests

Drake Scale Armor



The first main chamber in the Wyrmling Lair hosts a cultist overseer and a bunch of his men. A large rock shields you from them as you enter; use that to your advantage and spread your party out into attack formation, with the tank near the rock to grab the closest threat and ranged attackers and healers near the doorway. A ranged attacker can slip to the side and launch a shot into the enemy's midst to pull them toward you. The tank jumps out and surprises them as they near.



Where the intersection splits in two, cultists congregate on the chamber's left side and dragonlings lurk on the right. Sneak up on the room and pull the closest cultists with the strongest ranged attack that you have (Fireball works excellently). Set up a strong defensive position in the corridor just before the chamber and hold there. You can't be flanked, and enemies have to attack at most side by side. If you pull correctly, only the cultists attack. Then you can pull the dragonlings and fight two smaller battles rather than one large melee.

Caution: Don't go to the right passage unless you hope to gain a drake scale or two. There's no loot down there, and it's a dead end. On top of that, the three drakes appear behind you in an ambush. The drakes are very difficult, as they can knock you off your feet and have a devastating overrun attack that pins you to the ground and deals massive damage.

When you take the left passage, watch out for an immediate ambush. A lone cultist mage up the passage draws your attention while invisible cultist assassins appear behind you and try for brutal backstabs. Fire off a few ranged attacks at the mage to stop him, while your tank grabs the threat on the assassins. Their blades are coated with poison to stop you from healing so it'll be a race to out-damage them.

Note: The two northeast chambers in the Wyrmling Lair are optional. You fight tough opposition; however, the rewards are worth it if you have an experienced team.

As you approach this chamber—stop! Hold your party in the passage where you can just see into the room. Now take your best long-ranged attacker and inch up until you can target the cultist reavers straight ahead. Hit the reavers with your best attack and run back to the group. Fight the cultist reavers in the passage, otherwise you will trigger more creatures to spawn and soon be overwhelmed.

Next, inch into the room and, if you have a rogue, try to disarm the bear traps to your left. Dragonlings will spawn all around you, including one behind you in the passage. Retreat to your original location and fight through all the dragonlings.

A cultist overseer stands on the dais at the top of the stairs to your left. He has an anti-magic shield around him, so a warrior or rogue should charge up the stairs and engage as soon as possible. Stun him often so he can't counterattack with his spells.

Unfortunately, it's not just the overseer to deal with. Two drakes spawn when you attack the overseer. Watch out that the one nearest the passage doesn't catch someone unawares (like your healer!). If you can get everyone up on the overseer's dais and kill him off quickly, your tank can hold the stairs against the drakes as long as they don't overrun quickly. Throw your best spells and talents the drakes' way. It will be a long fight; hang in there and pop a lot of potions and poultices to survive.

Note: If a drake drops a drake scale, collect it to start the "Drake Scale Armor" quest. Return to Denerim to Wade's Emporium in the Market District and ask him to make you a fine piece of armor.



In the final chamber, you meet another crazed father, Kolgrim. He believes that the prophet Andraste has been resurrected in dragon form and asks you to destroy Andraste's ashes to empower the dragon.



Defile the Urn

Kolgrim, the leader of the cult responsible for keeping the Urn of Sacred Ashes' location a secret for so long, will teach the player the Reaver specialization in exchange for defiling the Urn of Sacred Ashes with Dragon's Blood.

Step 1:

The player must speak with Kolgrim in the Caverns beyond the Ruined Temple. If you accept Kolgrim's offer to taint the urn, you receive a vial of Dragon's Blood, which is to be poured over Andraste's ashes.

Step 2:

The urn is at the end of the Gauntlet, which is across the mountaintop and outside the Wyrmling Lair. Kolgrim will placate the dragon waiting to devour the party on the mountaintop and stay there until the party returns. Once you have the ashes, pouring the Dragon's Blood on the ashes will cause the Guardian to attack, along with Wynne and Leliana if they are present.

Step 3:

Return to Kolgrim on the mountaintop. If the ashes have been defiled, he rewards the player with the Reaver specialization; otherwise, he's a bit upset that the PC hasn't done what he wanted just yet.

At any point after first encountering Kolgrim the player can provoke him into fighting and kill him. This gives the player access to Kolgrim's Horn (or a gong in the console version), which can be used to call the high dragon down from the mountaintop to fight the party.

Assuming you don't want to defile the urn, simply annoy Kolgrim with one of your dialogue choices and he'll fly off the handle and attack. This is a difficult battle that will require all your tactics to survive. First, Kolgrim hits very, very hard, so root him with one of your spells or talents (it's even better if you can cycle through different party member's talents to hold him in place, or at least delay his attacks). Next, fire off ranged attacks to destroy the two cultist mages that flank your position. If you don't, AoE spell damage will destroy you over the course of the battle. Third, have the tank draw the threat from the attacking reavers, unless the tank has to lock onto Kolgrim. Wipe out the reavers and turn all your damage onto Kolgrim. His swings can be lethal, so use heal spells and health poultices to top off health whenever possible.

Eventually, Kolgrim and his lunatic men fall. Take the northern passage out of the lair and up to the mountaintop to continue your search for the urn.

Mountaintop



Exiting the Wyrmling Lair brings you atop the mountain. The high dragon swoops down and rests on one of the nearby peaks. To continue your search for the urn, run across the mountaintop area and to the Gauntlet entranceway on the far side. Nothing will threaten you.

If you'd rather have some pain before continuing the "Urn of Sacred Ashes" quest, blow Kolgrim's Horn (or use the gong on the console version) to summon the high dragon. Unless your party is geared out to defend against the dragon, you stand little chance. You need lots of fire resistance to compete with the high dragon's fire breathing. It's possible to try to continuously root/stun the dragon with all the spells and talents in your group, but you still need to put a serious amount of damage on the beast to bring it down. It's better to avoid the dragon fight unless you have a veteran group.

The Gauntlet



Runthrough (The Gauntlet)

Summary:

Beat the four challenges of the Gauntlet to claim Andraste's ashes.

A.

Speak with the Guardian to enter the Gauntlet.

B.

Solve the eight riddles to pass the locked door.

C.

Visit a ghost from the past.

D.

Doppelgangers of your party attack and you must defeat yourself in deadly combat.

E.

Figure out the bridge puzzle to pass.

F.

Step through the fires to finally reach the Urn of Sacred Ashes.

The Gauntlet Cheatsheet

Main Plot Quests

The Urn of Sacred Ashes

Important NPCs

Archon Hessarian

Brona

Disciple Cathaire

Disciple Havard

Ealisay

General Maferath

Ghost of the Past

Lady Vasilia

Thane Shartan

The Guardian

Key Items

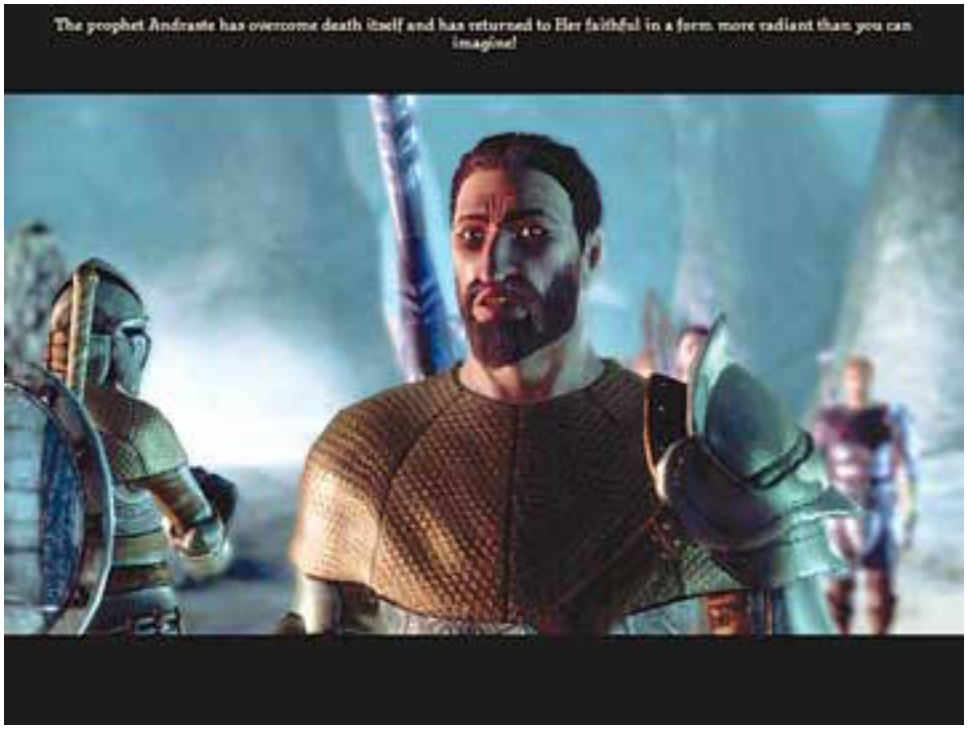
Urn of Sacred Ashes

Monsters

Party Doppelgangers

Side Quests

None



Inside the Gauntlet, proceed to the first chamber and speak with the Guardian. He safeguards the urn and tells you that you must pass four challenges of faith to be judged worthy of approaching the urn. Treat him kindly and he will let you pass.



The far door in the next large chamber is locked. If you figure out the eight riddles, the spirit of each ghost will enter the locked door and it will click open. Beginning on the right side and working around the room, the riddle answers are:

Ealisay:

A tune

Lady Vasilia:

Vengeance

Disciple Havard:

The mountains

Disciple Cathaire:

Hunger

Brona:

Dreams

Thane Shartan:

Home

General Maferath:

Jealousy

Archon Hessarian:

Mercy

Tip: You don't have to know the answer to all eight riddles. For each riddle that you miss, the NPC transforms into an ash wraith. Slay the ash wraith and its spirit enters the door lock as if you had answered the riddle correctly.



Next you speak with a ghost from your past. The ghost depends on your origin story, so Jowan for mages, a family member of House Cousland for human noble, etc. Answer according to your conscience; the ghost allows you to pass no matter your dialogue choice.



The second challenge pits your party against doppelgangers. The duplicate party has all your

talents, spells, equipment, and levels, but doesn't have your smarts. It will be a grueling battle (and fun to see how you fare against your own abilities!); however, your tactics will win the day. Each party makeup will be different. If your party has a healer, such as Wynne, target her first. Just as it's difficult to kill your party with a healer replenishing health, the same goes for the enemy. If you get the doppelganger healer out of the way and you still maintain your healer, you'll come out on top.

Tip: You should know your party well. Try to anticipate how each character will react and counter appropriately. For instance, if a mage begins to channel, it's going to be something deadly such as Inferno, so stun him immediately with a rogue's Dirty Fighting or a warrior's Shield Bash.



The third challenge looks impossible at first. A bottomless pit separates you from the chamber with Andraste's ashes. No bridge physically exists, but you can create a ghost bridge by standing on the correct combination of stones. There are six stones on the left side and six stones on the right side (facing the urn chamber ahead). You need a full group to do this one. Send your three companions to stand on the stones while your PC crosses the ghost bridge.

Caution: You can stand on the ghost bridge only when it becomes solid, which takes overlapping ghostly images.

The first time a bridge piece appears, it looks faint. It's still insubstantial and can't be stepped on. If two insubstantial pieces overlap, which happens as different stones are touched by companions along the sides, then the ghost bridge becomes solid where the images overlap. To cross, follow this pattern:

Step 1:

Right one, right two, left three.

Step 2:

PC steps on first section of ghost bridge.

Step 3:

Right two, left three, left six.

Step 4:

PC steps on second section of ghost bridge.

Step 5:

Right two, right four, left six.

Step 6:

Right four, left one, left six.

Step 7:

PC steps on third section of ghost bridge.

Step 8:

Right four, right five, left one.

Step 9:

Right five, left one, left five.

Step 10:

PC crosses successfully.

Note: On the console version of the game, as each bridge piece becomes solid, it remains solid permanently.



Approach the altar without entering the fire yet. Click on the altar and remove all your equipment. This is the final test of faith: walk through the fire naked without any protection. The flames will not harm you, and your party finally reaches the Urn of Sacred Ashes. Take a pinch of the ashes to cure Arl Eamon and leave the urn for the future faithful. When you are ready, exit via the secret mountain path exit. Return to Brother Genitivi (you can take the shortcut Ruined Temple entrance on the mountaintop). Allow Brother Genitivi to spread the word about the urn or else you have to kill him. If you let him live and visit him again in Denerim, he will give you a reward for his rescue.

Saving Arl Eamon



With the ashes from the urn safely secured, return to Bann Teagon at Redcliffe Castle (main chamber on the first floor). The ashes will heal Arl Eamon. Ask for his help against the Blight. He also gives you a reward if you allow him: an item and the Champion specialization for warriors. Eamon explains that a Landsmeet is needed so that the lords of the land can decide who should be the new king: the traitor Loghain or the last of the blood line, Alistair. When you are ready to proceed to the endgame, after you have completed all of the treaty quest lines, speak with Arl Eamon at Redcliffe Castle and start the Landsmeet quests.

Champion Specialization

At the conclusion of the "Urn of Sacred Ashes" quest, decide to be a little bit greedy. Arl Eamon offers you a reward, and part of that reward is the Champion specialization for warriors. After all that you've been through to recover the most cherished artifact in the land, you deserve a reward like this. Even if your main PC isn't a warrior, it helps beef up Alistair and Sten if you choose to specialize in the art of inspiring comrades.

Soldiers of Redcliffe Army

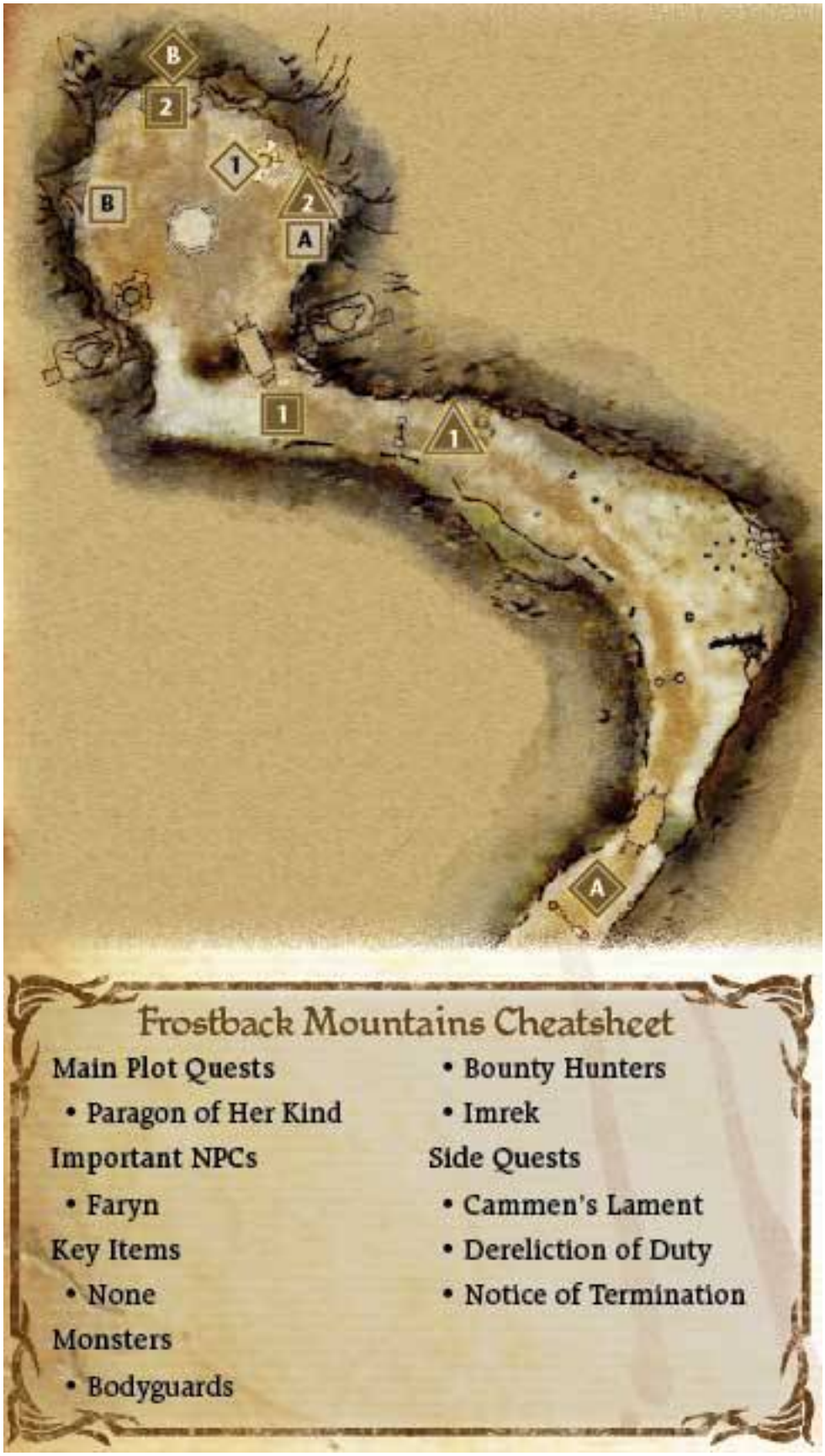
If you saved Arl Eamon with Andraste's ashes, then the human soldiers of Redcliffe join the Grey Warden army for the final battle against the archdemon. The soldiers of Redcliffe are hardy infantry troops. They're useful against armored targets but have no ranged weapons.

Paragon of Her Kind

Note: The main quest lines—"Broken Circle" (mage), "Arl of Redcliffe/Urn of Sacred Ashes" (human), "Paragon of Her Kind" (dwarf), and "Nature of the Beast" (elf)—can be completed in any order. Because Oghren joins your party in Orzammar, if you need a tank or extra melee DPS companion for your party, you should complete the dwarf quest line earlier.

Note: "The Stone Prisoner" is an optional quest line available via download. Shale, a golem companion, must be freed from a darkspawn horde that has destroyed an entire village. See the "Stone Prisoner" section of the Walkthrough chapter for the complete rundown.

Frostback Mountains



Runthrough (Frostback Mountains)

Summary:

You head to Orzammar to get help from the dwarves.

A.

Arrive at the pass through Frostback Mountains.

B.

Enter Orzammar after dealing with Loghain's messenger.

Frostback Mountains Cheatsheet

Main Plot Quests

Paragon of Her Kind

Important NPCs

Faryn

Key Items

None

Monsters

Bodyguards

Bounty Hunters

Imrek

Side Quests

Cammen's Lament

Dereliction of Duty

Notice of Termination



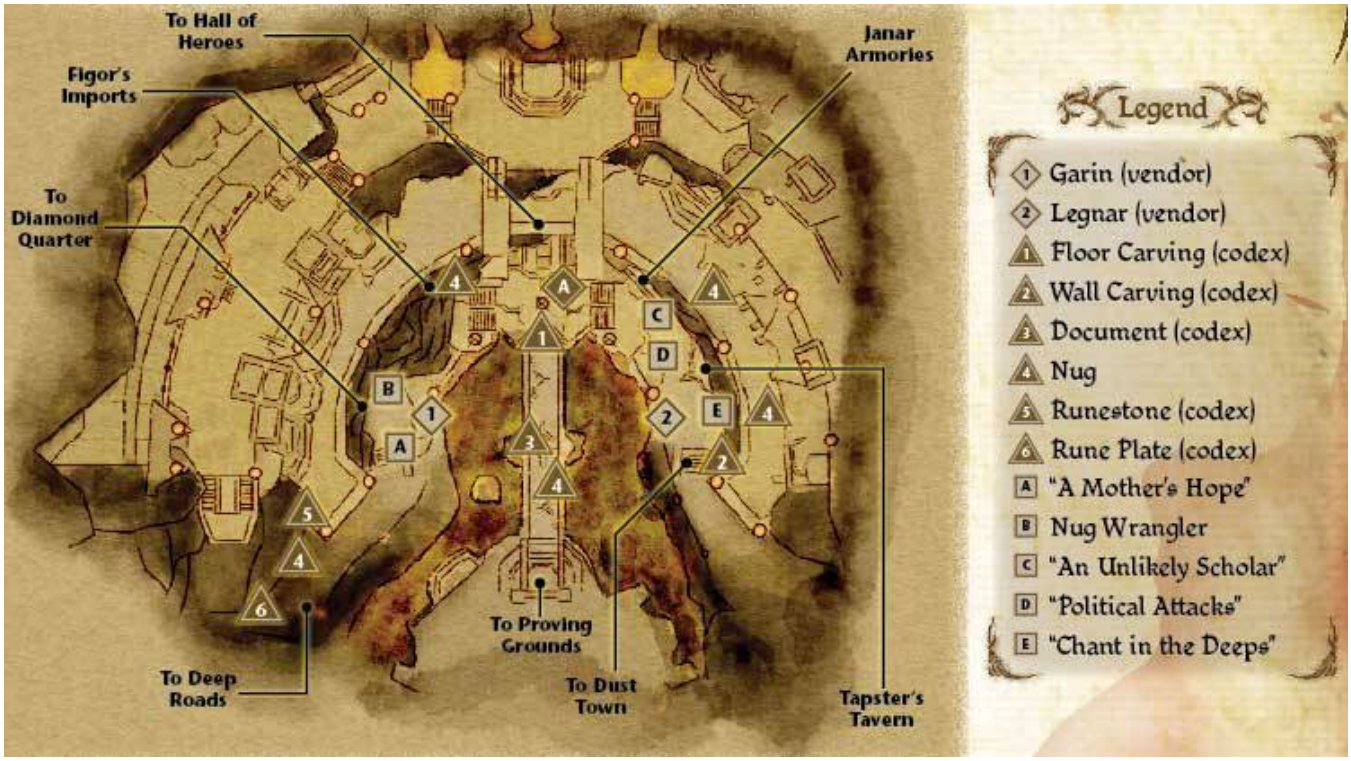
Enter the Frostback Mountains. Up ahead you'll run into the group of bounty hunters if it's your first time in the area. If you've been fighting for a while now, you'll wipe them up without much problem. Past them is a small vendor area outside the main gates to Orzammar.



Imrek, a messenger from Loghain, tries to get into Orzammar without success. You show the gatekeeper the Grey Warden treaty and he agrees to allow you entry. Imrek, Loghain's

messenger, takes offense to this and attacks you with his two bodyguards (one is a mage), unless you can persuade or intimidate him out of his rash decision.

Orzammar Commons



Runthrough
(Orzammar Commons)

Summary:

Explore Orzammar to get help from the dwarves.

A.

Speak with the Captain of the Guard to discover the political scene in Orzammar.

Orzammar
Commons Cheatsheet

Main Plot Quests

Paragon of Her Kind

Important NPCs

Brother Burkel

Captain of the Guard

Dagna

Filda

Nug Wrangler Boermor

Key Items

None

Monsters

Fanatics (either for Bhelen or Harrowmont)

Side Quests

A Mother's Hope

An Unlikely Scholar

A Lost Nug

Political Attacks

The Chant in the Deeps

The Key to the City



After passing through the Hall of Heroes (don't forget to collect some codex entries by clicking on the statues), you enter the Orzammar Commons with its many vendors and access ways. The Captain of the Guard informs you that two dwarves are fighting for the crown, Prince Bhelen and Lord Harrowmont. He also tells you that due to all the fighting, they keep themselves secured and have their seconds-in-command handle their business. You get a quest to speak to each of them (either at the Royal Palace for Bhelen or Lord Harrowmont's Estate for Harrowmont).

Note: You need side with one of the dwarven politicians, either Prince Bhelen or Lord Harrowmont, before adventuring into the Deep Roads on the main quest. It really doesn't matter which politician you choose; they're both corrupt to some degree. However, they offer slightly different quests to reach the "Paragon of Her Kind" quests so select one and stick with him.

Siding with Lord Harrowmont

Note: This section details Lord Harrowmont's quests. If you sided with Bhelen, see the next section.

Harrowmont's Estate



You meet Dulin here, but he won't let you talk to Harrowmont until you've proven yourselves trustworthy. Your first task will be representing Harrowmont in the Proving Grounds, as several of his best fighters have dropped out due to intimidation by Bhelen.

Proving Grounds



One of the fighters who withdrew, Baizyl, is in the waiting pen prior to speaking with the Proving Master. If you can succeed in persuading or intimidating him, he will rejoin the fight. In order to convince him, you must pass a medium Intimidation check. Baizyl will reveal that he is being blackmailed and you must obtain love letters for him from Myaja, one of Bhelen's fighters. If you can retrieve the love letters, Baizyl will agree to fight for Harrowmont again. They are inside a chest in Myaja's quarters, which may be accessed in one of two ways: lockpick the door to Myaja's quarters by passing a medium lockpicking check, or pickpocket Myaja to steal the key to her quarters (requires a rogue). If you can't retrieve the love letters,

then you won't get Baizyl's help. The other fighter who withdrew is Gwiddon. Again, you can try to persuade or intimidate him into joining you.

Tip: The Proving Armsman can set up team battles for you with small rewards for winning.



Speak to the Proving Master when you are ready to begin. The first battle is a one-on-one fight against a warrior named Seweryn. In the second round, you have to fight two warriors, Myaja and Lucjan. In the third round you go back to one versus one against the silent sister Hanashan. In the fourth round you fight against the warrior Wojech and his rogue follower Velanz. Before the fight starts, you get to choose one of your companions to join you in the fight. In the last round, your party battles a full squad. Your opponent is Piotin, his two henchmen, and Piotin's Right Hand. Make it through all that to prove yourself a champion and continue with Harrowmont's quests.

Tapster's Tavern



After winning the tournament, you meet Dulin in the back of Tapster's Tavern. He now takes you back to Harrowmont's Estate to meet with Lord Harrowmont.

Harrowmont's Estate



You finally meet with Lord Harrowmont and he gives you another task. You are to head to Dust Town and infiltrate the house of crime boss Jarvia and take her out. Once you seek Jarvia, your quest line is the same as a Bhelen supporter.

Siding with Prince Bhelen

Note: This section details Prince Bhelen's quests. If you sided with Harrowmont, see the previous section.

Chamber of the Assembly



You meet with Prince Bhelen's second-in-command, Vartag Govorn. He won't let you meet the prince until you prove you are trustworthy by completing several tasks. He asks you to deliver two notes, one to Lord Helmi and one to Lady Dace.

Diamond Quarter





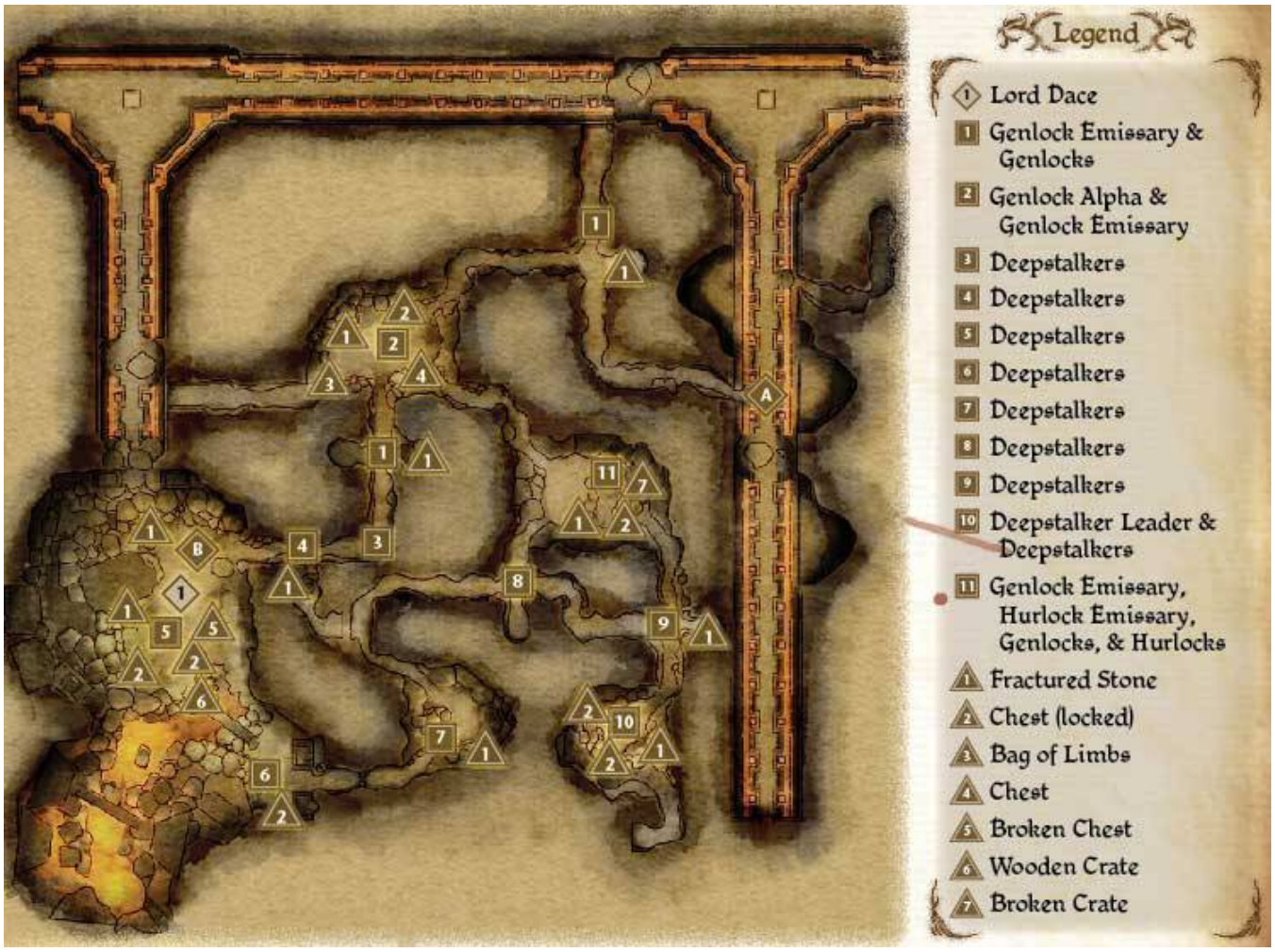
For your first task, deliver a note to Lady Dace, but she doesn't have the authority to vote. She tells you to find her father, who is on an expedition in the Deep Roads. She gives you a map to the Deep Roads to help you find him.

Tapster's Tavern



You deliver the note to Lord Helmi and he agrees to change his vote. Now you just have to find Lady Dace's father's expedition.

Deep Roads: Aeducan Thaig



Runthrough (Aeducan Thaig)

Summary: Find Lord Dace in the darkspawn-infested caverns.

A. Enter the Aeducan Thaig.

B. Ask Lord Dace for his help in the coming dwarven elections.

Aeducan Thaig Cheatsheet

Main Plot Quests

Paragon of Her Kind

Important NPCs

Lord Dace

Key Items

None

Monsters

Deepstalkers

Deepstalker Leader

Genlocks

Genlock Alpha

Genlock Emissary

Hurlocks

Hurlock Emissary

Side Quests

Asunder



Enter in the cavern at the hole in the wall and prepare to battle lots of darkspawn and deepstalkers as you seek out Lord Dace.



Lord Dace and his mercenaries are here, being overrun by deepstalkers. After you kill the first wave of deepstalkers, more pop up (nine plus a deepstalker leader). If you save Lord Dace and show him the papers, he will return to the city and change his vote. You can go with him as well if you want to take a shortcut.

Chamber of the Assembly



You return to Vartag after delivering the notes. Now that you have been proven trustworthy, he takes you to see Prince Bhelen.

Royal Estate



Vartag brings you to meet Prince Bhelen at his estate. The prince has another task for you; he wants you to eliminate the crime boss Jarvia. Once you seek Jarvia, your quest line is the same as a Harrowmont supporter.

Dust Town



Runthrough (Dust Town)

Summary:

Search Dust Town for clues on how to enter Jarvia's secret hideout.

A.

Enter Dust Town and survive the ambush.

B.

Talk to Nadezda for information about Jarvia's hideout.

C.

Beat up Jarvia's thugs for the finger bone token.

D.

Use the finger bone token on the suspicious door to enter the hideout.

Dust Town Cheatsheet

Main Plot Quests

Paragon of Her Kind

Important NPCs

Nadezda

Rogek

Zerlinda

Key Items

Finger Bone Token

Monsters

Dust Town Thug Leader

Dust Town Thugs

Shady Corebit

Thug Leader

Thugs

Side Quests

A Thief in the House of Learning

Casteless Ambush

Precious Metals

The Key to the City

Zerlinda's Woe



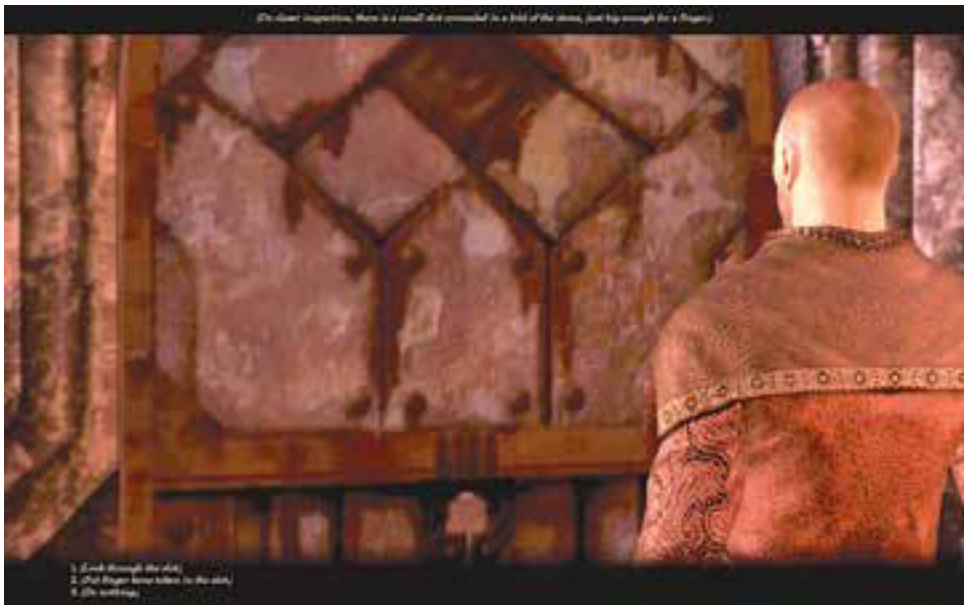
When you enter Dust Town for the first time, you will be ambushed by some ruffians (part of the "Casteless Ambush" side quest). Dispatch them and look around for information on the location of Jarvia's hideout. (If you are a Dwarf Commoner you will run into Leske, who gives you some misinformation before running off to hide from Jarvia.)



Speak with Nadezda near the fire. After some prompting, she tells you that you need to find a token from one of Jarvia's men and then you can use the token on the suspicious door in Dust Town. You can also gain the Jarvia information from the shady-looking dwarf named Rogek by bribing him with a lot of gold, or from Alimar, who is in Alimar's Emporium.

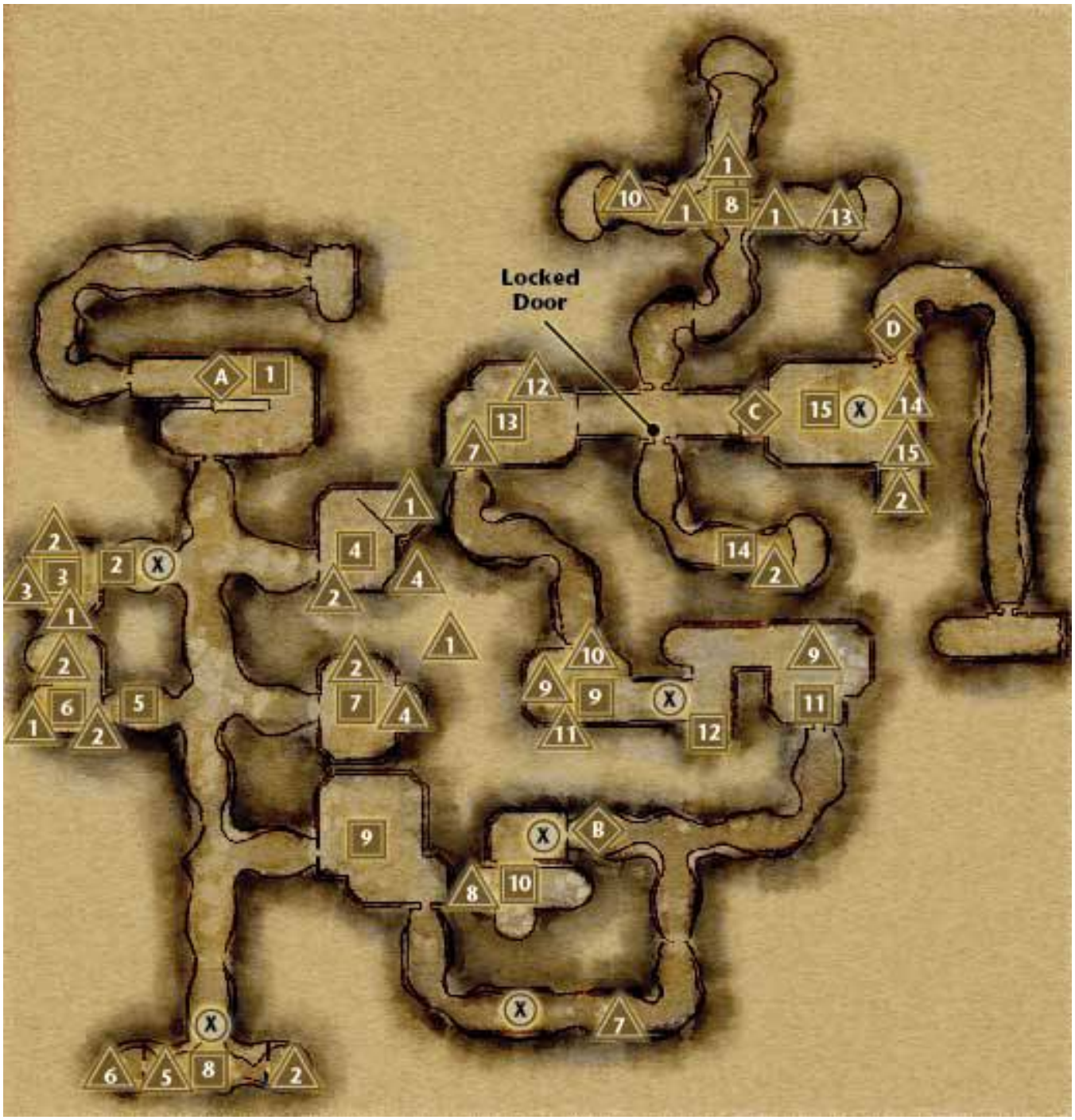


You enter the Slums Household here and get ambushed by some of Jarvia's men: a ranked thug leader and six thugs. When the leader gets low on health, he will surrender, and you can attempt to intimidate or persuade him into telling you how to get to Jarvia's base. If you don't succeed, he will attack again and when you finish him off, he has the finger bone token on his body.



Once you have the finger bone token, you can go to the suspicious door and use the token to unlock the door.

Carta Hideout




Legend
1 Carta Doorman & Carta Thugs
2 Carta Thugs
3 Carta Thugs
4 Quanari Mercenary & Carta Thugs
5 Carta Thugs
6 Carta Thugs
7 Carta Assassin, Elven Merc, & Quanari Merc
8 Carta Thugs
9 Carta Thugs
10 Carta Assassin, Carta Jailor, & Carta Thugs
11 Carta Assassins
12 Quanari Mercs
13 Carta Assassin, Elven Merc, & Carta Thugs
14 Giant Spiders
15 Jarvia, Carta Assassins, & Carta Thugs
1 Wooden Crate
2 Chest (locked)
3 Jammer's Journal (codex)
4 Kanky's Common Box (take silver ring only)
5 Weapon Stand
6 Armor Stand
7 Barrels
8 Dwarf Corpse
9 Barrels
10 Crate
11 Jammer's Common Box (take iron letter opener only)
12 Pique's Common Box (take garnet trinket only)
13 Jammer's Stash Box
14 Chest
15 Weapon Rack
X Trap

Runthrough (Carta Hideout)

Summary:

Enter the Carta Hideout to finish off Jarvia.

A.

Defeat the carta doorman and his henchmen near the entrance.

B.

Free Leske with the key from the jailor.

C.

Take down Jarvia in her quarters.

D.

Access the secret passage up to Janar's armor shop.

Carta Hideout Cheatsheet

Main Plot Quests

Paragon of Her Kind

Important NPCs

Leske

Key Items

Finger Bone Token

Monsters

Carta Assassins

Carta Doorman

Carta Jailor

Carta Thugs

Elven Mercenaries

Giant Spiders

Jarvia

Qunari Mercenaries

Side Quests

Jammer's Stash



Shortly after entering the hideout, you run into the ranked carta doorman and four thugs. He asks for the password, which you don't know, so you're forced to fight them. Hit them with a big AoE attack right away if you can, then tank and spank each in turn.



Retrieve the cell key from the nearby carta jailor and free the prisoner Leske. (If you played through the Dwarf Commoner origin, Leske won't be in the cell. Instead, you'll encounter him shortly as one of Jarvia's right hand assassins.)



Here you finally find Jarvia. She isn't interested in talking, so you're forced to fight her and her bodyguards: eight carta thugs and three ranked carta assassins. Keep the fight in the doorway leading into the chamber. Any step past the halfway point in the room will trigger any of a series of exploding traps that inflict serious damage. Try to root Jarvia and concentrate on thinning the weaker targets such as the carta thugs or an assassin if you can deal enough damage to knock him out of commission before he disappears again. Don't expose your back

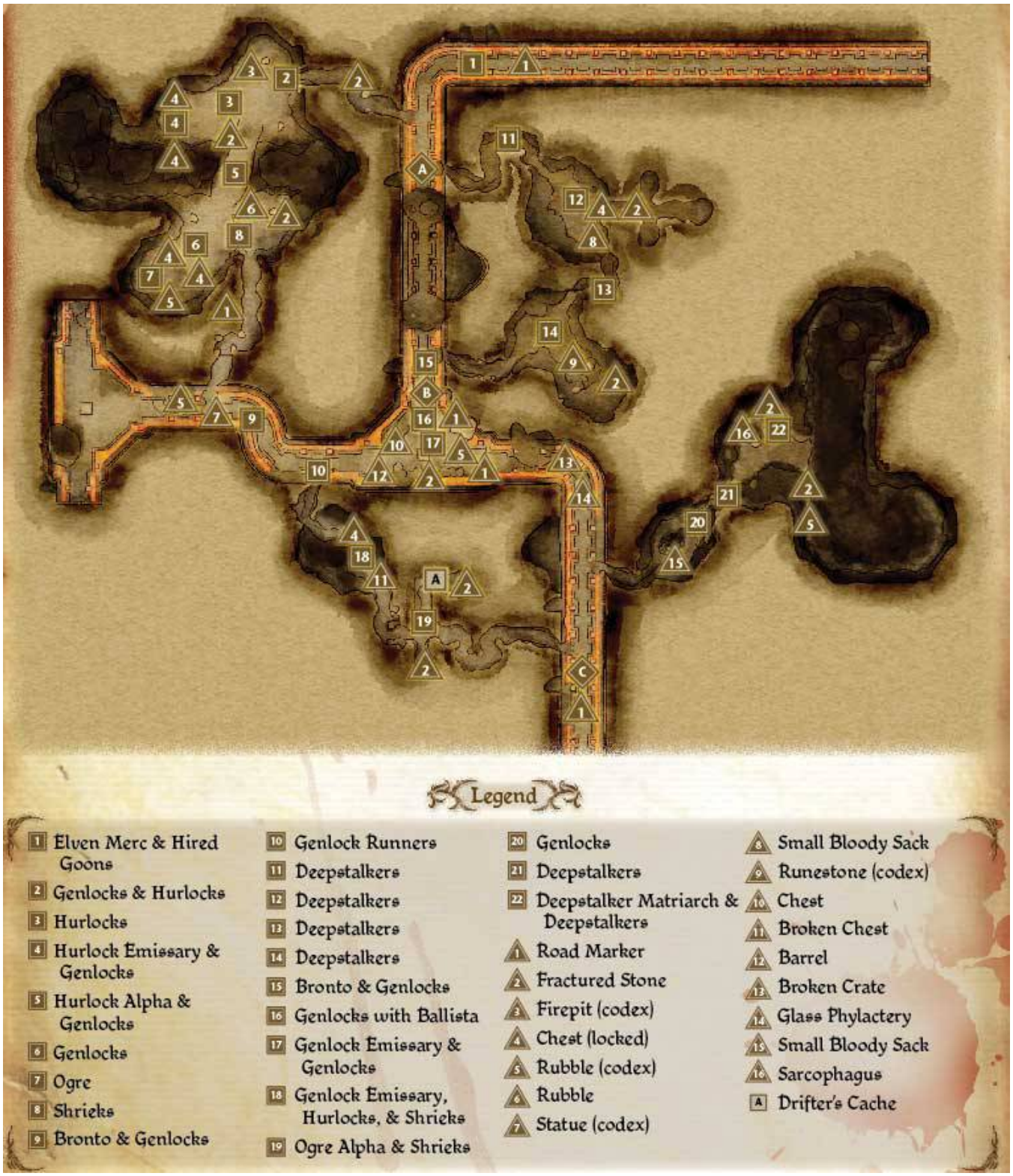
to any of them, and keep healing everyone to peak health to avoid Jarvia's sudden and damaging slashes.



After killing Jarvia, you get a key that opens a door in the northeast corner. The passage behind it leads to a secret exit that comes out in Janar's armor shop. Return to your candidate and he will tell you that a vote for the throne is coming up in a couple of days. To win the Assembly, he wants you to go find the missing paragon, Branka, somewhere in Caridin's Cross.

Note: While passing through the Commons, the dwarf Oghren joins you in your search for Branka. You now have a berserker warrior in your party.

Caridin's Cross



Runthrough (Caridin's Cross)

Summary:

Search for signs of Branka in Caridin's Cross.

A.

Take the shortcut through the caverns.

B.

Destroy the genlock camp to continue.

C.

Follow the trail to Ortan Thaig.

Caridin's Cross Cheatsheet

Main Plot Quests

Paragon of Her Kind

Important NPCs

None

Key Items

None

Monsters

Bronto

Deepstalkers

Deepstalker Leader

Elven Mercenary

Genlocks

Genlock Emissaries

Hired Goons

Hurlocks

Hurlock Alpha

Hurlock Emissary

Ogre

Ogre Alpha

Shriek

Side Quests

Asunder

The Drifter's Cache

The Shaper's Life

Topsider's Honor

There are two main routes through Caridin's Cross. The first turn to the right leads through caverns that are infested with darkspawn. A little farther ahead and to the left is another route with mostly weak deepstalkers, which ends with a genlock camp. This second route is slightly easier, so follow the main road until you reach a cave in, and take the left there.



After passing through some caves, you get to a genlock camp. There are two groups of three genlocks on each side, and one genlock with a ballista. You can pull each group separately, though one genlock may stay behind with the ballista. If this is the case, deal with the others, then just charge in and finish the last one off. Inside the camp is a genlock emissary. Be sure to stun it immediately to avoid nasty AoE damage.



The clues lead you to the next section of the Deep Roads. Follow the highway here to Ortan Thaig.

Ortan Thaig



Runthrough (Ortan Thaig)

Summary:

Search for signs of Branka in Ortan Thaig.

A.

Enter Ortan Thaig.

B.

Ruck warns you to stay away and then runs off.

C.

Battle the corrupted spider queen to gain Branka's journal.

Ortan Thaig Cheatsheet

Main Plot Quests

Paragon of Her Kind

Important NPCs

Ruck

Key Items

None

Monsters

Corrupted Spiders

Corrupted Spider Queen

Enraged Spirits

Forgotten Spirits

Genlocks

Genlock Alphas

Genlock Emissary

Giant Poisonous Spiders

Giant Spiders

Hurlocks

Indignant Spirits

Ogre

Poisonous Spiders

Shriek Alpha

Stone Golems

Thaig Crawlers

Side Quests

Asunder

Topsider's Honor

A Mother's Hope



Enter Ortan Thaig. You have but one choice: head south through the crumbled wall and navigate the twisting cavern passages.



A crazy dwarf named Ruck warns you to stay away from his "claim," then runs off. You are then ambushed by some spiders (square 8 on the map). You can find Ruck to the east to complete "A Mother's Hope" side quest, and you can trade with him as well.



As you approach Branka's journal, a corrupted spider queen appears nearby. The queen is a pretty difficult fight if you just stand and fight where she spawns. Soon after she appears, two corrupted spiders appear to help. During the fight she stays back and spits at random party members. The spit splashes to nearby allies, so you should spread out. Also, as she takes damage (at 75, 50, and 25 percent increments) she will web-wrap the whole team and vanish before returning to her original spawn point.

When you finally manage to kill her, eight more corrupted spiders spawn and can overwhelm you after the difficult boss fight. To make this fight easier, clear out the other side of the large rock in the middle of the room (near square 18 on the map) and send one person to pull her and drag her back to that side. This way you fight her alone, and when she weakens and web-wraps the team, her vanish will take you out of combat and allow you to regen for a few seconds before she returns on her own. Fighting this way allows you to avoid immediately engaging the eight extra corrupted spiders once you kill the queen. You can pull them afterward when you are ready. When the battle is over, you find Branka's journal and read that they left Ortan Thaig to go to the Dead Trenches. Follow the passage to the east to reach the next area.

The Dead Trenches



Runthrough
(The Dead Trenches)

Summary:

Catch up to Branka in the Dead Trenches.

A.

Help the legionnaires fight off wave after wave of darkspawn.

B.

Listen to Hespith's mad ramblings.

C.

Search the Legionnaire Altar for a key.

D.

Use the legionnaire key on the locked door.

E.

Destroy the broodmother.

The Dead Trenches Cheatsheet

Main Plot Quests

Paragon of Her Kind

Important NPCs

Hespith

Kardol

Key Items

Legionnaire Key

Monsters

Ancient Darkspawn

Bronto

Broodmother

Devouring Skeletons

Genlocks

Genlock Alpha

Genlock Emissary

Genlock Forge Master

Hurlock Alpha

Legion Spirit

Ogre

Shrieks

Side Quests

The Dead Caste

The Gangue Shade

The Shaper's Life

Stalata Negat

Topsider's Honor



You arrive in the Dead Trenches just in time to aid a small band of dwarves against an army of darkspawn. Help Kardol and his legionnaires fight off the swarm of darkspawn as they charge down the stone bridge in wave after wave. Take the brunt of the charges early to shield the damage from Kardol's legionnaires, and let them assist you to keep the numbers on your side for the smaller battles. If you find yourself weakening or running low on mana for healing, drop back and let the legionnaires take a wave so you can recover. Push slowly down the bridge until you clear out the other side and let Kardol's men set up defense there.



Meet a corrupted dwarf named Hespith here. She rambles on about Branka having done something unspeakable and then runs off without giving any clear answers.



Seek out the Legionnaire Altar. It has another piece of legionnaire armor if you want to work on "The Dead Caste" side quest, and it holds a key. Bring the key back up to the locked door to the north.



The legionnaire key opens this locked door so you can proceed.

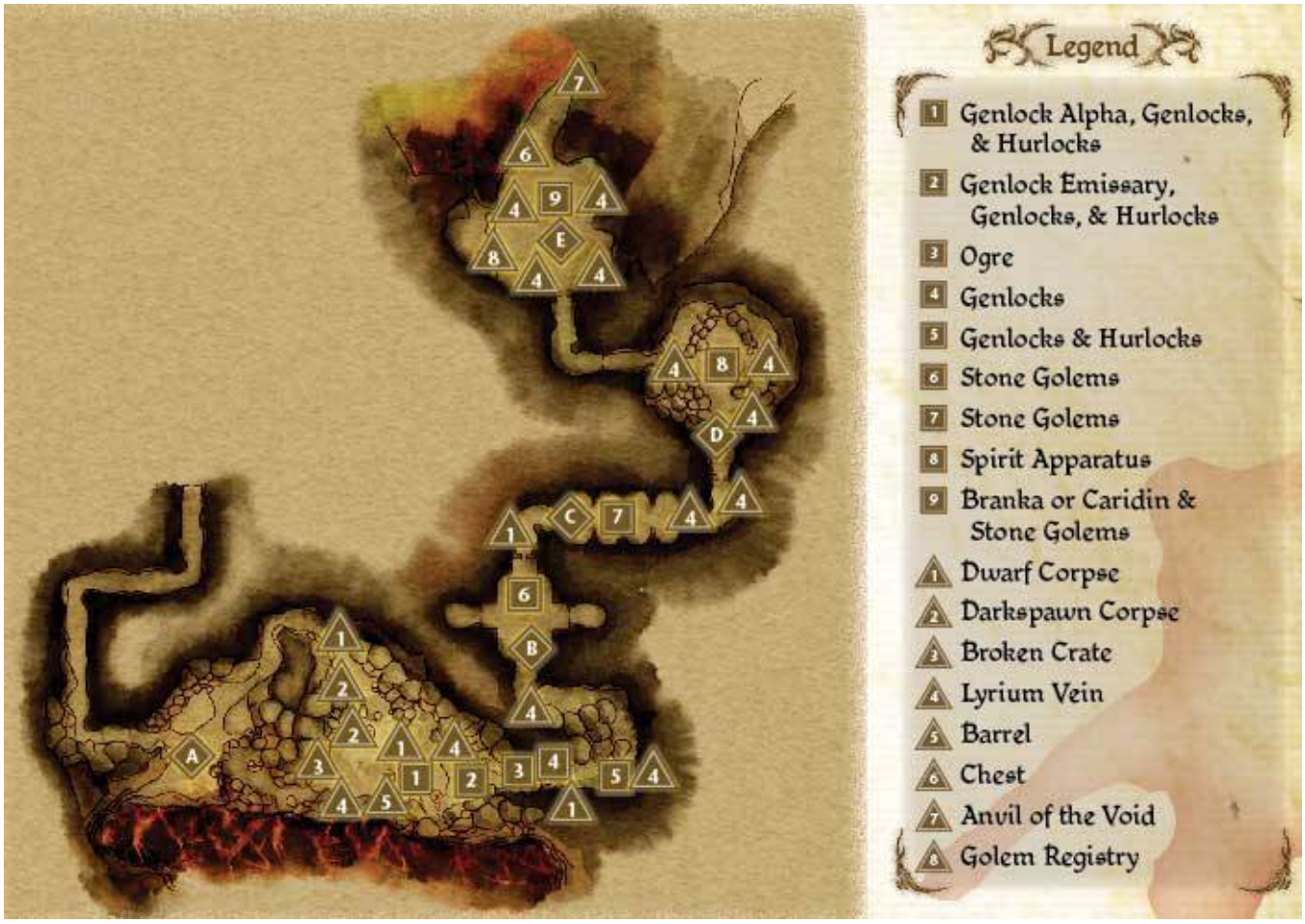


Enter the lair of the broodmother. The broodmother stays in the same place the whole fight, so you can use large AoE spells on her. She spits at party members and uses her tentacles, which pop out of the ground and attack. The tentacles deal the most damage, so any party members with weak armor should move away whenever a tentacle appears near them. During the fight, the broodmother summons extra help periodically (genlocks, hurlocks, and shrieks). Down these enemies quickly or else they can pile up on you, along with the tentacles continuously dealing damage. When the tentacles drop down into the earth, charge the broodmother and deal each companion's maximum damage. You can even get in here and hit her with melee damage.

It's a long fight, but you should beat her if you can withstand her tentacle assault. Exit via the back passage and you have but one more area to overcome: the Anvil of the Void.

Note: Make sure to stock up before moving on to the Anvil of the Void, as you're locked into the area once you enter.

Anvil of the Void



Runthrough (Anvil of the Void)

Summary:

Choose to side with Branka or Caridin as the ultimate fate of the Anvil of the Void is decided.

A.

Meet Branka.

B.

Escape the poison gas trap.

C.

Navigate the golem room.

D.

Destroy the Spirit Apparatus.

E.

Beat Branka or Caridin in the battle for the Anvil of the Void.

Anvil of the Void Cheatsheet

Main Plot Quests

Paragon of Her Kind

Important NPCs

Branka

Caridin

Key Items

Anvil of the Void

Monsters

Enraged Spirits

Forgotten Spirits

Genlocks

Genlock Alpha

Genlock Emissary

Hurlocks

Ogre

Spirit Apparatus

Stone Golems

Side Quests

None



You finally meet Branka and learn that the Anvil of the Void is nearby. Branka locks you in the Anvil of the Void area, so it's time to help Branka get past the traps guarding the anvil. At this point, Oghren must join your party.



Four stone golems guard this room, which floods with poison gas. When you enter, one of the golems activates and attacks you. To get rid of the poison gas, you need to flip all four gas valve switches. When you fight the golem, go back down the hallway. That way, when the golem dies, the next one won't activate until you approach again and you get a moment to breathe. Kill all four golems to proceed.

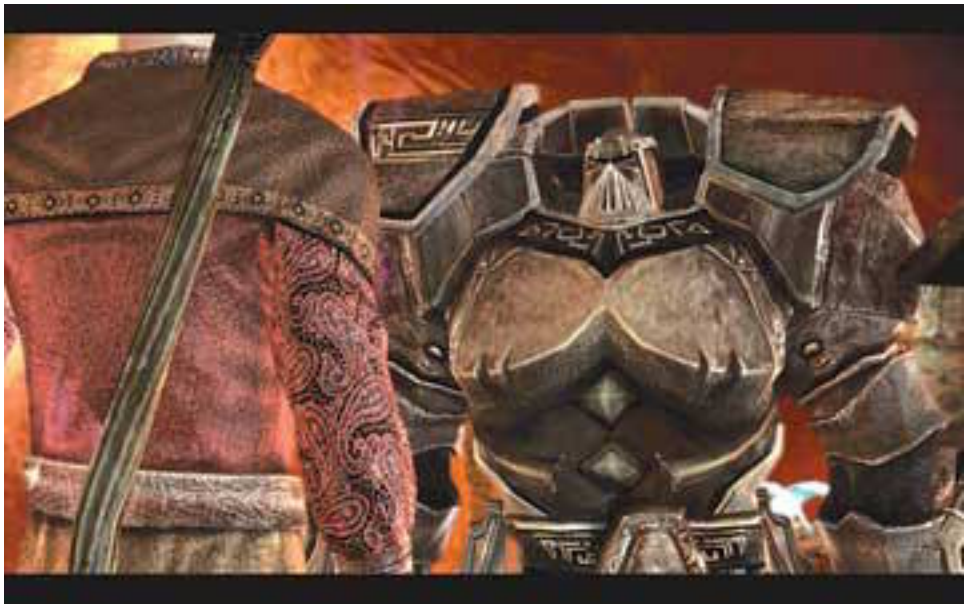


The next room has golems that activate in pairs. You get an initial break: the first pair does not activate. As you approach the next pair, they do activate. Also, beware of blade traps near the activation points. The third pair of statues will also activate, but not until after you pass.



In the center of this room is a giant Spirit Apparatus that activates when you enter. It summons four forgotten spirits to defend it. When one of the spirits dies, the corresponding Spirit Anvil is activated. Click it to shoot energy back at the Spirit Apparatus. After all four spirits die, four enraged spirits will be summoned. Again, killing a spirit will activate a Spirit Anvil, which you can use to shoot the Spirit Apparatus. Once you shoot it on all four sides, twice, it is destroyed and the door opens to the final chamber.

Note: In the battle for the Anvil of the Void, you must choose to side with Branka or Caridin. If you side with Branka, you gain the use of golems in the final battle against the archdemon, though companions with higher morality will take offense and you'll lose their approval. If you side with Caridin, the Anvil of the Void will be destroyed after the battle, but only Oghren will suffer an approval drop.

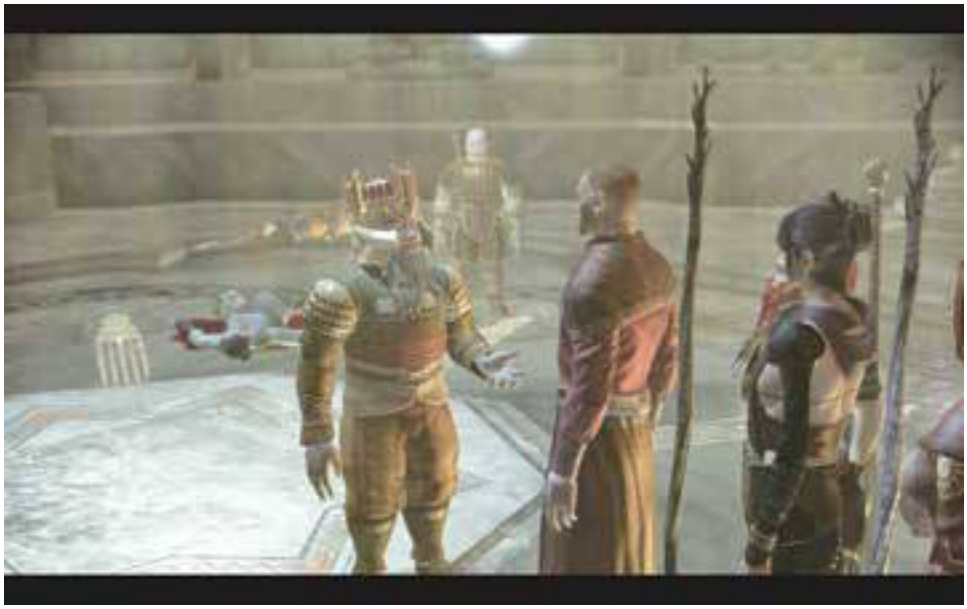


You finally reach the Anvil of the Void chamber where you meet Caridin. He is the creator of the anvil and says that it requires souls of the living to create the golems. He wants to destroy it and you must choose to help him or Branka. It's a huge battle royale among your party, many golems, and either Branka or Caridin (who battle each other too). AoE whenever you can, and keep the bosses away from you until you can reduce the head count against you and deal with them singularly. Spells such as Earthquake and Grease will give you necessary breathing room. Ranged DPS should circle the perimeter, out of the reach of the golem attacks, and plink away with continuous damage. Tanks and melee DPS have a difficult time, surrounded by massive bodies and booming attacks. Your healer has to be in top form to keep everyone standing.

Tip: Make use of the many lyrium veins in the chamber, both to keep your healer's mana up, and to keep Branka from using them.

If you defeat Caridin, Branka finally has the Anvil of the Void. She will forge you a Paragon Crown to take back to the Assembly. She also agrees to send golem reinforcements to the Blight battle. If you defeat Branka, Caridin makes the crown for you and then asks that you destroy the anvil forever before he too takes his life by jumping in the lava river coursing below.

A King Is Crowned



With the paragon found, you return to the Chamber of the Assembly to crown the new king. Give the crown to your chosen candidate and the kingdom of Orzammar has a new king. After you select Bhelen or Harrowmont, the other refuses to accept the decision and his men attack. It takes one last battle to bring unity to the dwarves. After the battle the new king thanks you for your help and promises to send a dwarven army to aid with the Blight.

Dwarf Army

If you complete the "Paragon of Her Kind" quest line, the new king pledges a dwarven army for the final battle against the archdemon. The dwarves of Orzammar are battle-hardened infantry troops. They make for strong defensive units, but lack ranged weapons.

Golem Army

If you sided with Branka against Caridin in the fight for the Anvil of the Void, Branka will promise a golem army for the final battle against the archdemon. The golems are extremely powerful in melee combat and have some ranged powers. They are very difficult to bring down.

Nature of the Beast

Note: The main quest lines—"Broken Circle" (mage), "Arl of Redcliffe/Urn of Sacred Ashes" (human), "Paragon of Her Kind" (dwarf), and "Nature of the Beast" (elf)—can be completed in any order. If you are a mage and would like the arcane warrior specialization, complete the Dalish elf quest line earlier, probably after "Broken Circle."

Dalish Camp



Runthrough (Dalish Camp)

Summary:

You visit the Dalish camp in the Brecilian Forest to see if the elves will uphold their promise in the treaty with the Grey Wardens. When you arrive, you find that they have been fighting with werewolves and need your help.

A.

Accept Zathrian's quest to kill Witherfang.

B.

Hear some history on the werewolves from Sarel.

Dalish Camp Cheatsheet

Main Plot Quests

Nature of the Beast

Important NPCs

Athras

Cammen

Elora

Gheyna

Lanaya

Sarel

Varathorn

Zathrian

Key Items

None

Monsters

None

Side Quests

Cammen's Lament

Elora's Halla

Lost to the Curse

Rare Ironbark

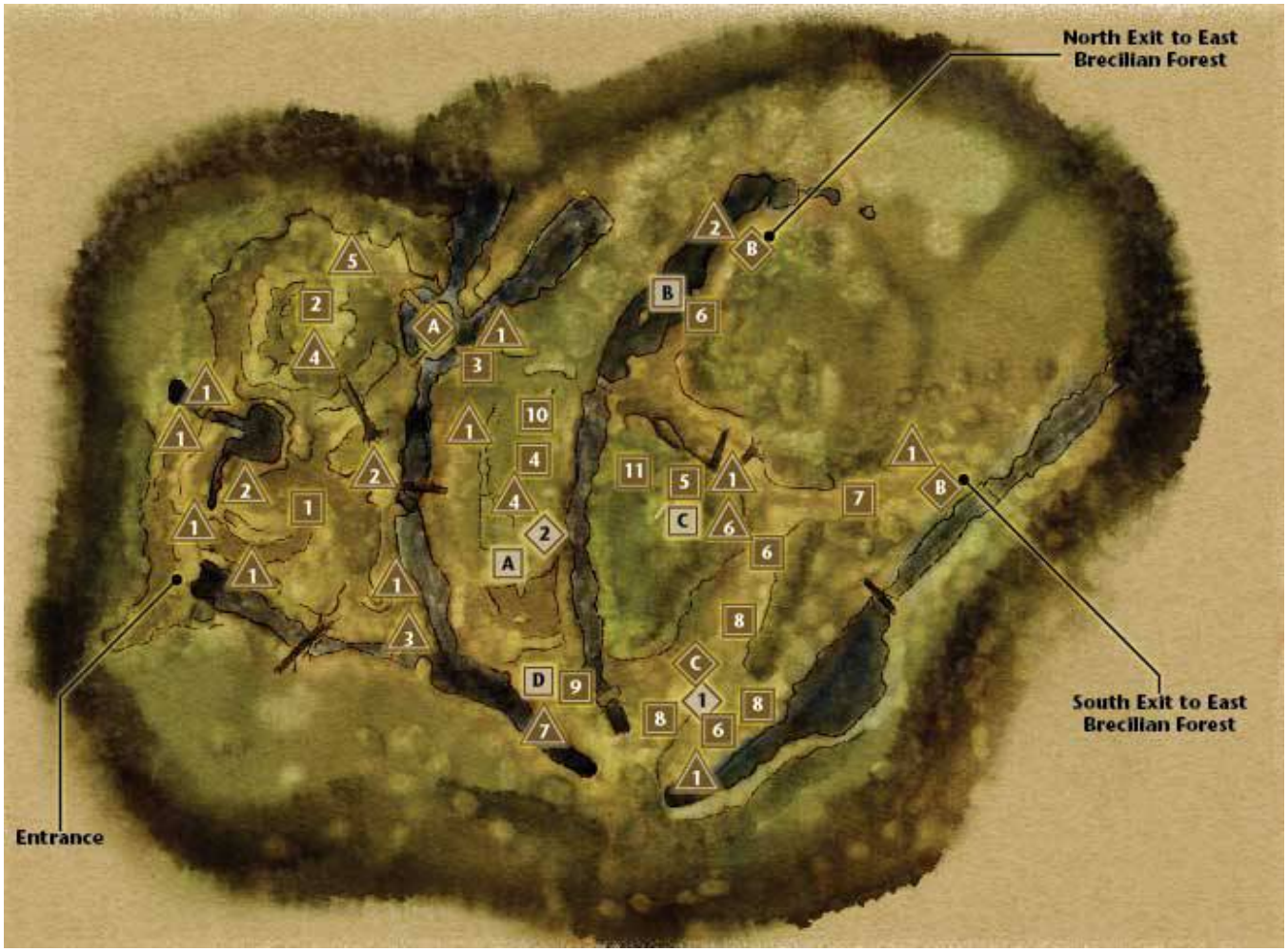


Keeper Zathrian says they have been at war with werewolves, and many of their warriors have been slain or cursed and will die soon without help. He asks you to find the great wolf Witherfang and bring back its heart. Hopefully this will lift the curse.



If you want a little history and background on the werewolves, visit Sarel and listen to the elven tales. After you've explored all of camp and are ready to head deeper into the forest, leave the campsite via the eastern exit.

West Brecilian Forest





Runthrough
(West Brecilian Forest)

Summary:

You head into the forest in search of Witherfang.

A.

Swiftrunner warns you to turn back.

B.

Exit to the East Brecilian Forest.

C.

Return acorn to Grand Oak (or slay Grand Oak).

West Brecilian Forest Cheatsheet

Main Plot Quests

Nature of the Beast

Important NPCs

Grand Oak

Key Items

None

Monsters

Blight Wolves

Fanged Skeleton

Great Bear

Greater Shade

Hurlocks

Ogre

Rabid Werewolves

Revenant

Shade

Skeleton Archers

Skeleton Mages

Swiftrunner

Werewolves

Wild Sylvan

Wolves

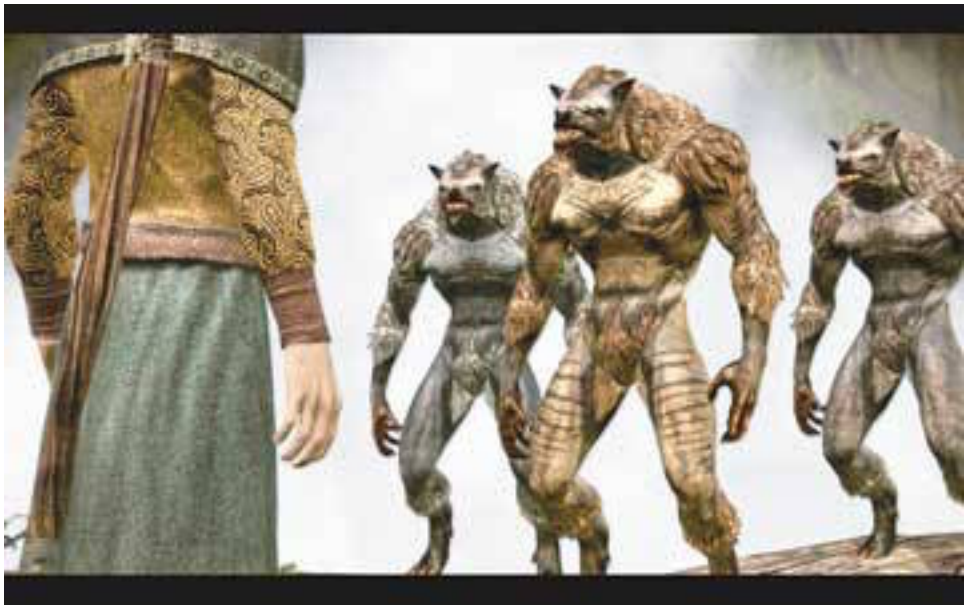
Side Quests

Mage's Treasure

Rare Ironbark

Shade Campsite

Wounded in the Forest



A werewolf named Swiftrunner warns you to turn back and tell the elves you failed your mission. If you refuse, Swiftrunner and his two werewolf bodyguards attack you. Once Swiftrunner is wounded (at half health), he stops the fight and says the forest has "eyes" that will be watching you. The werewolves then run off.



After encountering Swiftrunner, you can either visit the Grand Oak (to side with it on the quest to disable the barrier) or exit to East Brecilian Forest via one of the two exit points.

Note: To pass the magical barrier in the East Brecilian Forest to reach the Brecilian Ruins, you must side with either the Grand Oak or the Mad Hermit and complete your given task. It doesn't matter which one you choose, but it will make you the sworn enemy of the other.



If you visit the Grand Oak and side with it over the Mad Hermit, the talking tree will ask you to retrieve a stolen acorn (in the possession of the Mad Hermit). You will find the thief in the East Brecilian Forest. Return here with the acorn and the Grand Oak will give you a branch (magic staff) that allows you to pass through all of the forest safely.

If you decide to side with the Mad Hermit, return to this spot to defeat Grand Oak. DPS it quickly, otherwise it will send up roots through the ground to literally root the party in place and deal moderate damage. If you have access to fire weapons or fire spells, ignite the Grand Oak and its wild sylvan bodyguards with as many fire attacks as possible for maximum damage.

East Brecilian Forest





Runthrough
(East Brecilian Forest)

Summary:

You head into the forest in search of Witherfang.

A.

Enter the East Brecilian Forest.

B.

Seek out the Mad Hermit (for the Grand Oak's acorn or to side with him).

C.

Bypass the magic barrier by completing tasks for either Grand Oak or the Mad Hermit.

D.

Swiftrunner attacks again and escapes.

E.

Meet the Werewolf Gatekeeper.

East Brecilian Forest Cheatsheet

Main Plot Quests

Nature of the Beast

Important NPCs

Danyla

Mad Hermit

Key Items

Grand Acorn

Red Scarf

Monsters

Black Bear

Devouring Skeletons

Fanged Skeleton

Great Bear

Greater Rage Demon

Ogre

Rabid Werewolves

Revenant

Skeleton Archers

Swiftrunner

Werewolves

Wild Sylvan

Side Quests

Lost to the Curse

Mage's Treasure



Enter the East Brecilian Forest here. Just to the north, you find Danyla ("Lost to the Curse"), and she has been turned into a werewolf. She wants you to go back to her husband and tell him she is dead. She begs you to finish her off, and if you don't, will attack you to force you to kill her. The red scarf you gain from Danyla can serve as barter item when you speak with the Mad Hermit.

Note: To pass the magical barrier in the East Brecilian Forest and reach the Brecilian Ruins, you must side with either the Grand Oak or the Mad Hermit and complete your given task. It doesn't matter which one you choose, but it will make you the sworn enemy of the other.



The Grand Oak tells you that the Mad Hermit has stolen his acorn and he wants it back. You can poke around in the tree stump here and grab the acorn out of it. The hermit will then attack you. He's a mage, so defend with all your anti-mage abilities, such as templar talents, stuns, constant damage to disrupt his casting, etc.

You can also speak with the hermit and try to barter for the acorn. He will accept any of the following: the pendant you can get for doing Athras's quest, the book that Cammen will reward the player with if he's reunited with Gheyna, the scarf you can obtain from the werewolf Danyla, the boots the player can loot from Deygan, the halla amulet that Varathorn can make with the halla's antlers, the ironbark bracer that Varathorn can make if he obtains some ironbark, or Lanaya's songbook.

If you don't want to trade with him, the Mad Hermit will task you with killing the Grand Oak, who "torments" him. Return to the Grand Oak, slay the elder tree, and head back to the Mad Hermit. He needs a werewolf pelt, which you can obtain by killing a nearby rabid werewolf. He'll then enchant the pelt, allowing you to slip deeper into the forest without notice.



Without either the enchanted branch from the Grand Oak or the werewolf disguise from the Mad Hermit, you will be blocked from approaching the werewolf lair in the heart of the forest by a strange mist cloud. Once you have either of these items, you can pass through the barrier freely.

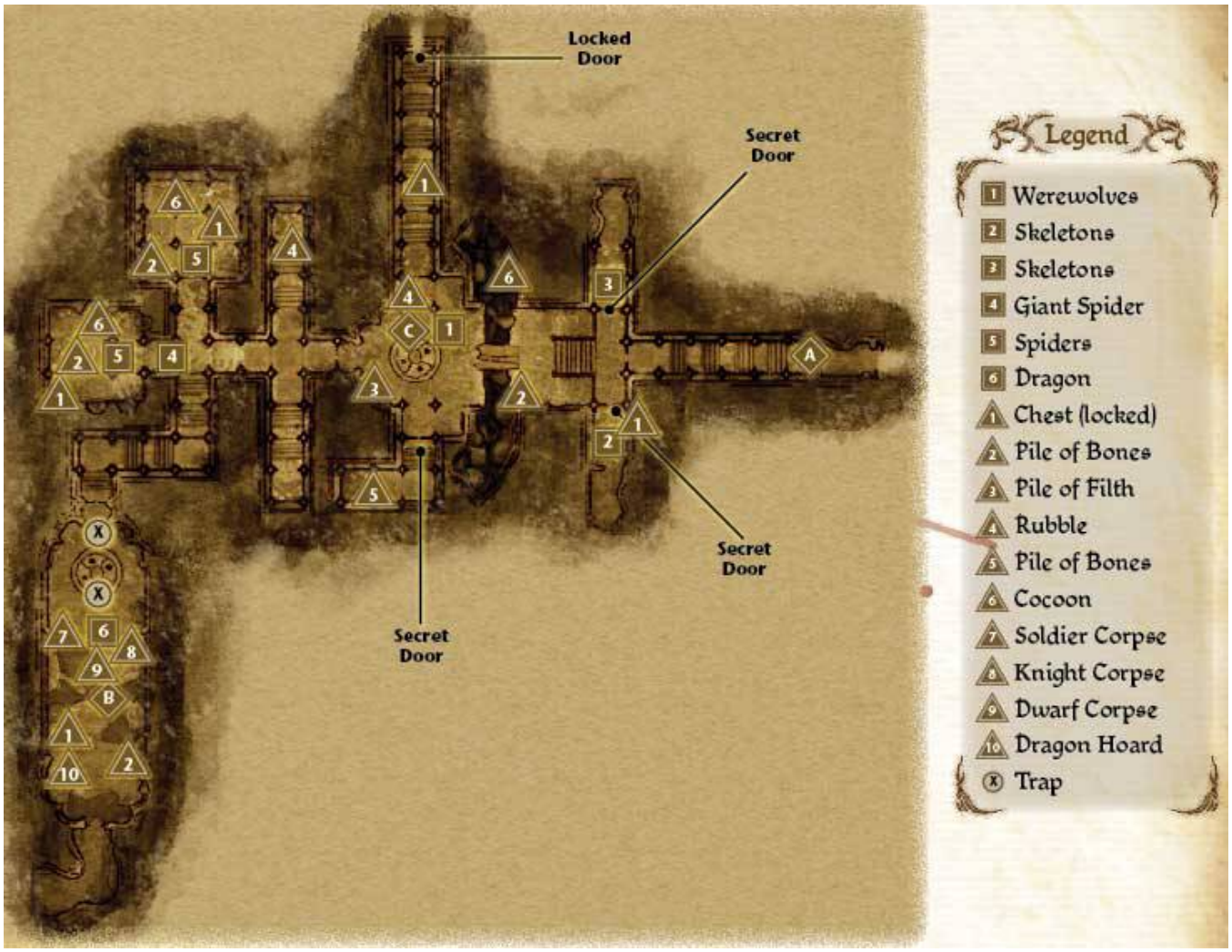


Swiftrunner is here again and, no matter what you say, he attacks you with three rabid werewolf bodyguards. Focus fire on Swiftrunner, until combat ends and Swiftrunner escapes again.



You spot the Werewolf Gatekeeper here. He retreats ahead of you to warn the others. It's time to enter the Elven Ruins and descend into the den of the werewolves.

Elven Ruins: Upper Level



Runthrough
(Elven Ruins: Upper Level)

Summary:

Continue your search for the elusive Witherfang.

A.

Enter the Elven Ruins.

B.

Slay the dragon to access the exit.

C.

Speak with Zathrian after meeting the Lady of the Forest in the Lair of the Werewolves.

Elven Ruins:
Top Level Cheatsheet

Main Plot Quests

Nature of the Beast

Important NPCs

Zathrian

Key Items

None

Monsters

Dragon

Fanged Skeletons

Giant Spiders

Poisonous Spiders

Shambling Skeletons

Skeleton Archers

Werewolves

Side Quests

None



Enter the Elven Ruins here. Up ahead in the first room lies a secret door. When you open the secret door to the left, another door on the opposite wall behind you also opens. Both doors have a couple undead behind them. You can skip the encounters, but you'll miss out on a locked chest with a love letter in it.



Tread into this large chamber with extreme caution. Traps line the floor, and they cannot be disarmed. You can sprint across the floor to avoid most of the trap damage; however, a dragon will drop from the ceiling and attack. Alternately, you can have one party member run out to trigger the dragon, then retreat to the smaller entrance to fight. If you have it, don your fire resistance gear against the dragon's flame breath. A mage's Force Field on the tank (after he's dealt damage and built up threat) or constant healing can keep the dragon focused on your

tank while the rest of the team takes potshots. If you prefer space to move around and want to spread out so the companions won't all get hit by the fire breath at once, you must sprint across the trap zone and fight the dragon on the chamber's far side. Don't forget to loot the dragon hoard after combat.



After you meet with the Lady of the Forest and return here (through the locked door in the north), Zathrian waits to speak with you about your final intentions. You can convince him to return with you and speak with the Lady.

Elven Ruins: Lower Level



Runthrough
(Elven Ruins: Lower Level)

Summary:

Continue your search for the elusive Witherfang.

A.

Spider ambush after entering level.

B.

Ghost boy and skeleton ambush.

C.

Arcane warrior specialization.

D.

Skeleton battle and traps.

E.

Pool exit leads into the Lair of the Werewolves.

Elven Ruins: Lower Level Cheatsheet

Main Plot Quests

Nature of the Beast

Important NPCs

None

Key Items

Arcane Warrior

Specialization

Monsters

Arcane Horror

Devouring Skeletons

Fanged Skeletons

Greater Shade

Poisonous Spiders

Shades

Shambling Skeletons

Skeletons

Skeleton Archers

Side Quests

Elven Ritual



Enter the lower level and be on your toes for a spider ambush in the first intersection. Two packs of poisonous spiders attack from different sides, and as long as you don't get caught in a crossfire of webs that stick you in place and leave you defenseless, your party's combat expertise should cut through the beasts fairly easily.



A ghost boy here is in a panic, looking for his mother. He won't respond to anything you say and when he vanishes, you are ambushed by undead. Look for a pack of skeletons, a nearby fanged skeleton, and a pack of fanged, devouring, and shambling skeletons. Try not to get surrounded. You can defend in a corner, or pull skeletons out into the nearby corridor. If you can mass stun the skeletons (Mind Blast works great), beat feet out of the chamber far enough

to cast an AoE spell. Blizzard or Inferno, or even Fireball if you're lower level, can severely injure the undead and give you much better positioning.



Find the mage's arcane warrior specialization here. You come across a spirit in a phylactery that is seeking freedom. Examine the phylactery to start a dialogue with the spirit. Touching the gem starts a conversation with the presence inside. Agree to help the presence, and you can "approach the stone altar with the gem."

At this point, the presence offers to share its memories with you. If you accept, this unlocks the arcane warrior specialization for the player's profile. Once you have the specialization, you can either place the artifact on the altar to release it or toss it aside to betray the presence.

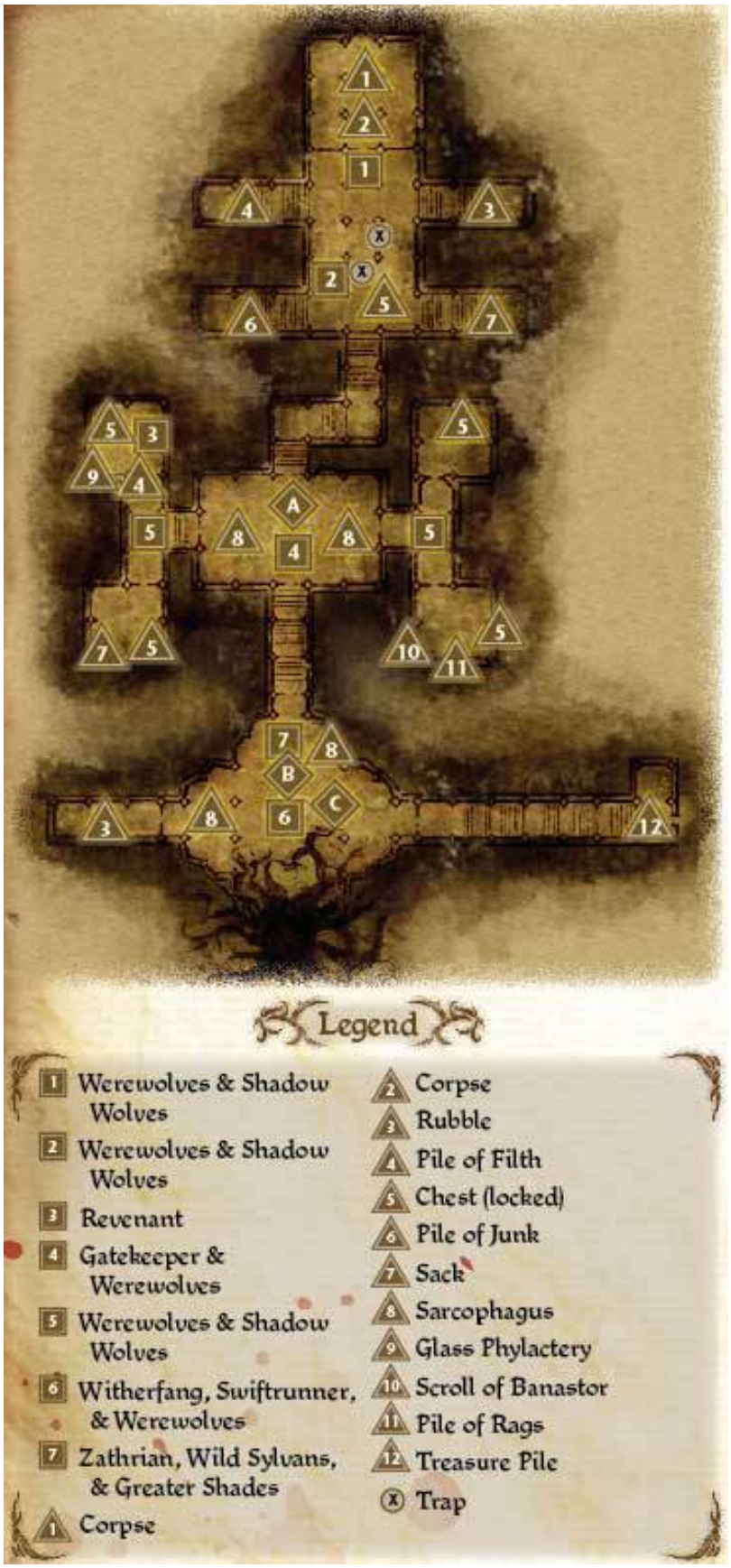


Watch out for the traps in this room, and the skeleton archers that pelt you from all sides. To make things easier, pull the skeletons to the previous corridor, and you won't have to worry about the fire traps. When you have time, send a rogue in to disarm the traps and continue.



At the end of the level, look for a pool that leads into the Lair of the Werewolves. You have one more dungeon level to finish off the main quest.

Lair of the Werewolves



Runthrough
(Lair of the Werewolves)

Summary:

Choose to ally with Zathrian or the Lady of the Forest and end the werewolf curse.

A.

Encounter the Gatekeeper.

B.

Speak with the Lady of the Forest.

C.

Side with Zathrian or the werewolves and fight.

Lair of the Werewolves Cheatsheet

Main Plot Quests

Nature of the Beast

Important NPCs

Zathrian

Lady of the Forest

Key Items

None

Monsters

Gatekeeper

Rabid Wolves

Revenant

Shadow Wolves

Swiftrunner

Werewolves

Witherfang

Side Quests

The Scrolls of Banastor

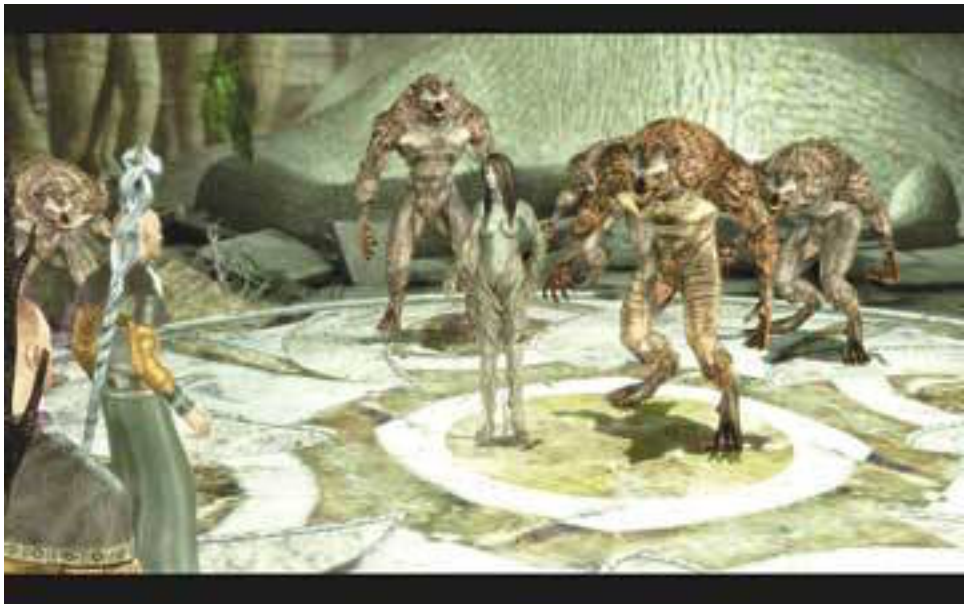


The Gatekeeper here tells you the werewolves are ready to parley. He brings you to the "Lady" to discuss things if you want to skip a fight. You can also fight here and then proceed, if you prefer to get the extra experience and loot in this area.



You meet with the Lady of the Forest and learn that it was Zathrian who originally created the werewolf curse to get revenge against some humans a long time ago. The Lady asks you to seek out Zathrian and bring him back here so she can convince him to end the curse. You can refuse this offer and fight, in which case the Lady turns into Witherfang and you can kill her to retrieve the heart. It's not going to be an easy fight, so break out your crowd control to help reduce the number of werewolves attacking you at once. If you can, stun or root Witherfang to avoid the pounding you'll take if she's left unchecked to attack one of your party members. Focus party fire on the weakest target and work your way through them until you can manage what's left.

If you agree to return with Zathrian, the Lady opens a door to the east that returns you to the upper level of the ruins where Zathrian waits.



You return with Zathrian and he argues with the Lady. Zathrian refuses to lift the curse and you must choose to side with him and slay Witherfang or help the werewolves and kill Zathrian instead. If you help the werewolves, Zathrian summons three wild sylvans and two greater shades to assist him. Zathrian also puts a Mass Paralysis spell on Witherfang and all the werewolves, so they cannot assist you. Zathrian's first action against you will be a huge Blizzard spell. The entire party should run toward him to escape the AoE radius. Once in tight, you can limit the spells Zathrian casts because of the proximity, and stun him whenever he loads up for big damage or tries to escape.

If you defeat Zathrian, he surrenders before dying and finally agrees to remove the curse, killing him and the Lady. You can then speak with the cured werewolves. If you want, you can demand a reward from the werewolves for curing them (a shield) and then return to camp to speak with Lanaya who will promise the elves' help against the Blight. Or, when first speaking with the Lady, if your Persuade skill is high enough, you gain a new option: "I have another plan. Kill the elves. Kill Zathrian." If you persuaded her successfully, you and werewolves will jump to the Dalish camp and be met by Zathrian. After a conversation, you and werewolves can set upon the elves. After killing the elves, the Lady and Swiftrunner promise you that the werewolves will fight alongside you against the Blight.

Elf Army

If you sided with Zathrian or killed Zathrian but spared the Dalish camp, then the elves join the Grey Warden army for the final battle against the archdemon. The Dalish elves are powerful ranged combatants, but will not stand as long as other units in melee combat.

Werewolf Army

If you ambush Zathrian at the Dalish camp with the Lady and the werewolves, then the werewolves join the Grey Warden army for the final battle against the archdemon. The werewolves of the Brecilian Forest are lethal offensive attackers, but are weak defensively.

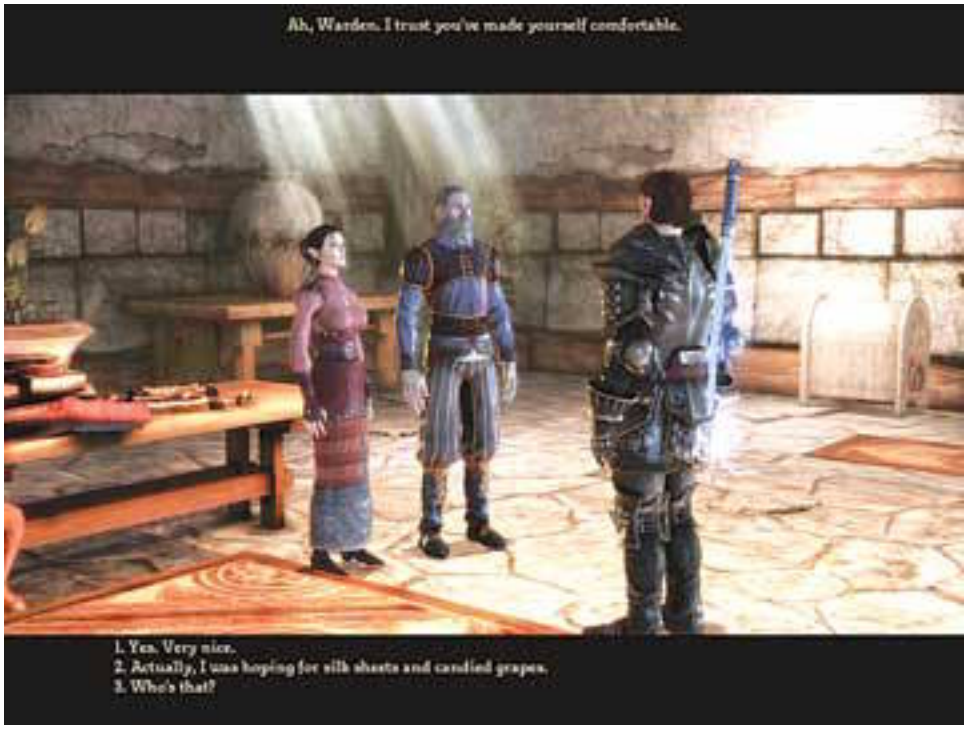
The Landsmeet

Note: You must complete all of the main quest lines—"Broken Circle," "Arl of Redcliffe/Urn of Sacred Ashes," "Paragon of Her Kind," and "Nature of the Beast"—before calling for the Landsmeet. Once you do, you are on the final quest line to battle the archdemon.

Calling for the Landsmeet



After completing all your main quests, go see Arl Eamon in Redcliffe Castle. Speak to him and he'll ask if you're ready to travel to Denerim and begin the Landsmeet. You can still visit the Circle Tower, Redcliffe, Orzammar, and the Brecilian Forest, but you will officially begin the quest chain leading to a new ruler of Ferelden and the final battle against the archdemon.



Arl Eamon takes you to his estate in Denerim. Seek him out on the first floor of the estate. Queen Anora's maid, Erlina, has asked for your assistance. Queen Anora has been taken prisoner in Arl Howe's estate, and it's up to you to free her before she's executed and the blame put on Arl Eamon. When you are ready to begin the "Rescue the Queen" quest, set out for the new city map location in Denerim, the Arl of Denerim's Estate.



On the way to the Arl of Denerim's Estate (or another Denerim city map location, if you choose to visit there first), a "random" encounter will occur. The Antivan Crows have returned for Zevran, which triggers Zevran's "crisis moment." Depending on your approval rating with Zevran, he will either fight with you against the Crows, turn against you and fight with the Crows, or stay neutral and let you slug it out with the Crows. For more details, see Zevran's section in the Companions chapter.

Arl of Denerim's Estate: Exterior



Runthrough
(Arl of Denerim's Estate: Exterior)

Summary:

Infiltrate the Arl of Denerim's estate.

A.

Enter the estate grounds.

B.

Meet Erlina at the front doors.

C.

Reach the rear entrance.

Arl of Denerim's Estate:
Exterior Cheatsheet

Main Plot Quests

Rescue the Queen

Important NPCs

Erlina

Key Items

None

Monsters

Soldiers

Side Quests

None



Enter Arl Howe's estate from the courtyard in the south. Make sure you are properly equipped for a long quest; you won't be visiting the Market District any time soon.



An angry mob riots at the estate's front doors. Erlina meets you here and tells you that you must sneak into the estate through the rear entrance to avoid detection. Wagons block the path to the east. You must go west. Hug the interior wall of the estate (or stealth if a rogue) to avoid the guards. If you played through the City Elf origin, just around the first corner is a pile of rocks where you can hide Vaughan's bribe. If you do alert any guards, slay them and continue to the rear entrance. Even if you engage the exterior guards, you can still slip into the estate without alerting the interior guards.



Travel to the rear entrance. Erlina tells you she intends to distract the guards. You can follow her suggestion and hide in the bushes, or approach the guards and attack them. If Erlina distracts the guards, you can enter the rear entrance without a fight; otherwise, slay the guards and enter after the battle.

Arl of Denerim's Estate: Interior



Runthrough
(Arl of Denerim's Estate: Interior)

Summary:

Attempt to rescue Anora and get to the dungeon.

A.

Enter the estate and put on the disguise (optional) if you want to avoid combat.

B.

A large battle may ensue in this hallway if you don't fool the guards with your disguises.

C.

Speak with Queen Anora.

D.

Go to Howe's bedroom and find the key to the dungeon.

E.

Rescue Riordan.

Arl of Denerim's Estate:
Interior Cheatsheet

Main Plot Quests

Rescue the Queen

Important NPCs

Erlina

Queen Anora

Riordan

Key Items

Grey Warden Documents

Monsters

Guards

Mabari

Soldiers

Side Quests

None

Note: If you want to avoid combat inside the estate, put on the disguises Erlina gives you. Without the guards' disguises, you will alert every guard you pass by. You can start with the disguises on and take them off at any time by speaking with Erlina (who follows safely behind you).

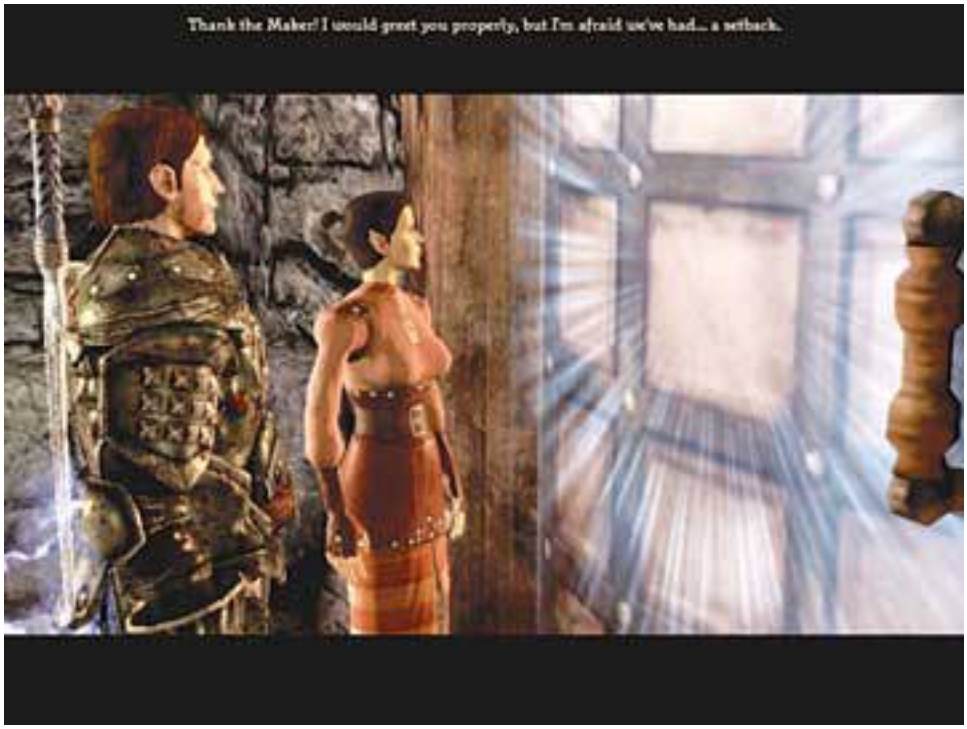


Enter the estate and put on the disguise if you want to avoid lots of combat. If you don't have a disguise on, when you walk into the kitchen, the cooking staff will think you're brigands and call for the guards. The soldiers from the room to the north will pile in and the fight is on.



This hallway is surrounded by guards. If you have the disguise on, you can slip through here

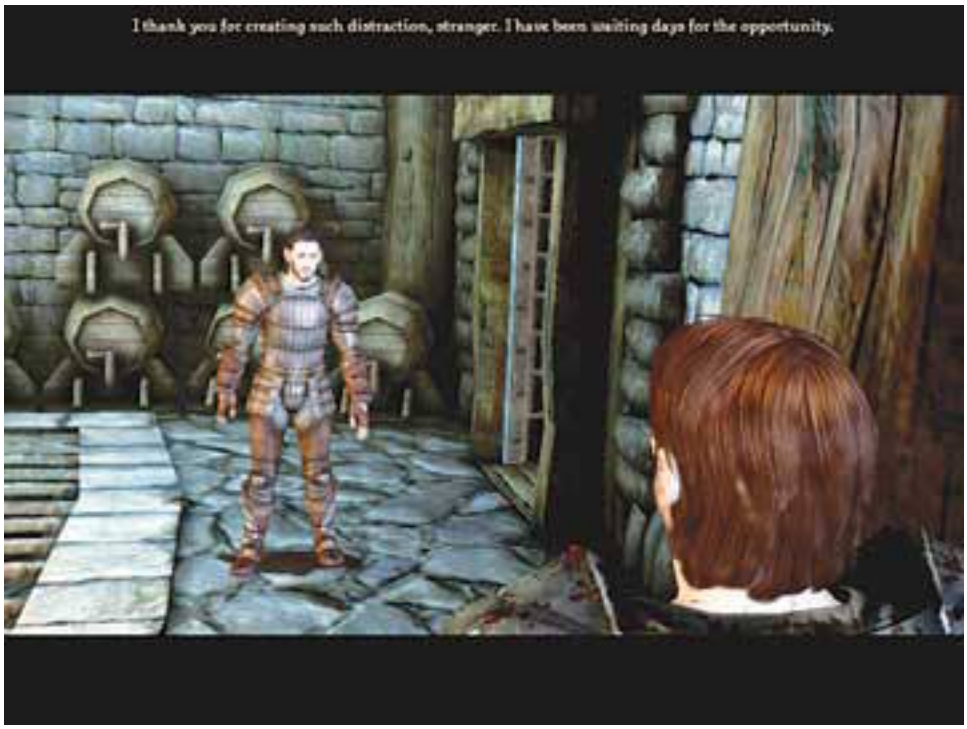
quickly, but watch that you don't interact with the guard captain or he will blow your cover. If you don't have your disguise on, you will alert all the guards when you step in this hallway. Soldiers pour out of the northern rooms, Mabari war dogs attack from your right, and the guard captain attacks from your left. It will be a massive battle. Hit the bulk of the soldiers with heavy AoE damage and retreat to the southern room from which you entered the hallway. Set your tank to hold the door and inflict heavy damage on whatever guard tries to enter. Paralysis and root spells can give you a big edge if you separate guards so that they don't attack all at once.



Find Queen Anora locked in her cell. You can't let her out yet; a magical barrier seals the door shut. The only way to remove the barrier is to find Howe's mage, who travels alongside Howe. Erlina suggests looking in Howe's bedchambers next, so head down the hall to the east.



There's not much opposition left as you head to Howe's bedroom. If you investigate the bedroom along the way with the guard (marked square 10 on the map), he will expose your disguises and you lose them. The small room south of Howe's bedroom is a formidable treasure vault. If someone in your party has a high enough lockpick skill, open the door and score big riches (or get the key from Howe later). In Howe's bedroom, pick up the Grey Warden documents. They allow you to access the Grey Warden Cache in the Denerim Market District (the warehouse door in the back alley behind the Gnawed Noble Tavern), which holds some of the best weapons and armor in the game. To unlock the cache, speak with Riordan back at Arl Eamon's estate, then venture into the warehouse's back room for the cache.



Rescue the captured Grey Warden Riordan. Mention the documents you got from Howe's room and ask him about the Grey Warden Cache when Riordan mentions it. At this point, it's time to head into the dungeon through the door next to Riordan's cell and hunt down Howe.

Arl of Denerim's Estate: Dungeon



Runthrough
(Arl of Denerim's Estate: Dungeon)

Summary:

Kill Arl Howe and his mages to free Queen Anora.

A.

Enter the dungeon.

B.

Avoid the fire trap.

C.

Slay Howe's men and grab the jailor's key.

D.

Kill Arl Howe and his men.

E.

Deal with the prisoner Vaughan.

Arl of Denerim's Estate:
Dungeon Cheatsheet

Main Plot Quests

Rescue the Queen

Important NPCs

Rexel

Soris (City Elf origin only)

Key Items

Key to Lower Prison

Howe's Key

Monsters

Arl Howe

Howe Guards

Jailor

Mabari

Mages

Side Quests

Lost Templar

Missing in Action

Tortured Noble

Note: The disguise will only help you on the main level. Inside the dungeon it's useless; Howe's men will spot you right away.



Enter the dungeon through the door near Riordan's cell. At the bottom of the stairs, switch to your rogue and search for traps. You'll find one as soon as you open the door (a tripwire between two exploding barrels). Disarm the trap and then take on Howe's men on the other side of the room. They shoot at you with bows. It's tough going early on for your tank to lock on, but your ranged casters and DPSers will have fun blasting at them from afar. Once Howe's guards are down, continue to head south. There's a locked door on the east wall, but you don't need to access it until after you beat Arl Howe.



Beware of the fire trap at this spot that engulfs the whole corridor in flames. If you hug the south wall, you can avoid the trap and duck inside the room with the guards and mage. Stun or root the mage so he can't unleash any brutal spells on you, then fight through the Howe guards to slaughter the mage as soon as he's in blade range.



Around the corner from the fire trap, several of Howe's guards and the jailor secure a room next to a cell block. Dispatch Howe's men and grab the key from the jailor. Open all the cells and release the prisoners. The first cell holds Rexel from the "Missing in Action" side quest (see the "Denerim" section in the Side Quests chapter). You can free or put him out of his misery to finish off that quest. The second cell holds Soris from the City Elf origin quests, unless the PC took full responsibility for the events in the Arl of Denerim's estate the first time around. If freed, Soris can be found at the PC's home in the Elven Alienage.



Near the end of the dungeon, Arl Howe and his guards and mages wait in another cellblock area. As soon as you enter, Howe will taunt you in dialogue and then they attack. Your tank should hold the threat on Howe, while the rest of the group takes out the mages first. If you can mass root or stun, do so at the battle's start so you can get into proper position. Whittle away at the enemies one by one until only Howe is left. Pour on the damage and give him the death he so justly deserves.

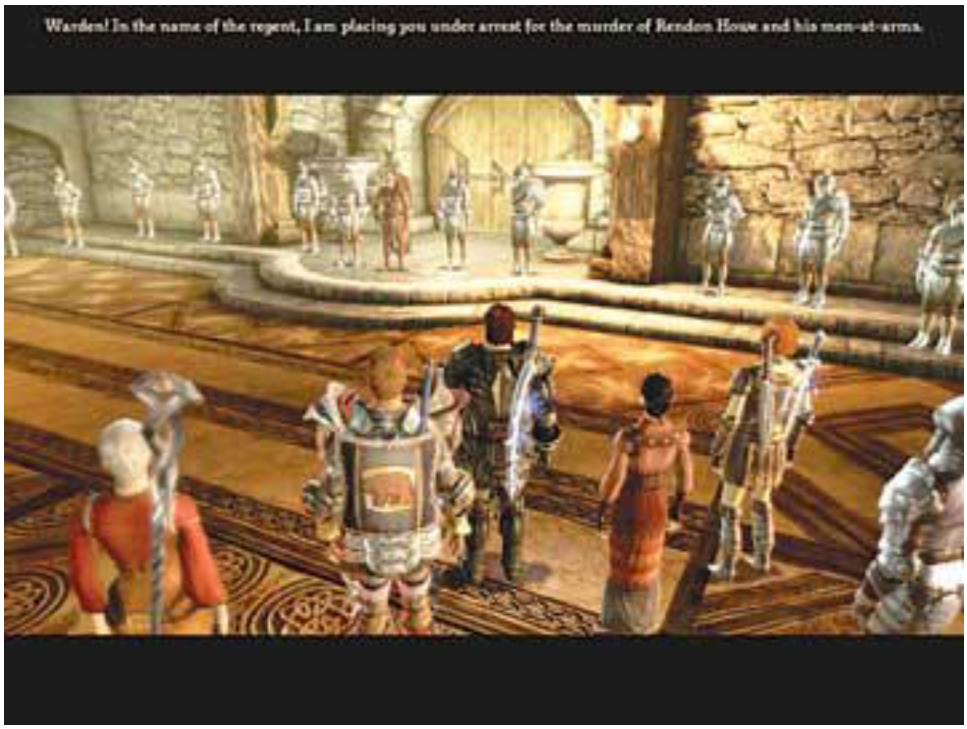
Don't forget to loot Howe's corpse for some rewards and his key. The key lets you open the first locked door that you passed in the dungeon, which is a shortcut back to the queen's room and opens the treasure vault.



The northern cell holds Vaughan from the City Elf origin (unless he was killed by the PC). You can choose to kill Vaughan or let him rot, convince him to vote for you in the Landsmeet if you free him, force Vaughan to give you money in exchange for his freedom (the money is in a chest in an upstairs bedroom), or, if you have a high enough Persuade skill, you can convince Vaughan to give the key to his money without releasing him.

Next to Vaughan's cell lies Irminric, who gives you the "Lost Templar" quest (and another potential Landsmeet vote). If you used the disguise, go back through Howe's room to avoid fighting guards in the barracks. If you rescue Anora without killing any unnecessary guards, you gain extra experience points.

The Rescue



Return to Anora and free her. She accompanies you to the estate exit. At the doors, Ser Cauthrien intercepts you, and you can do any of the following:

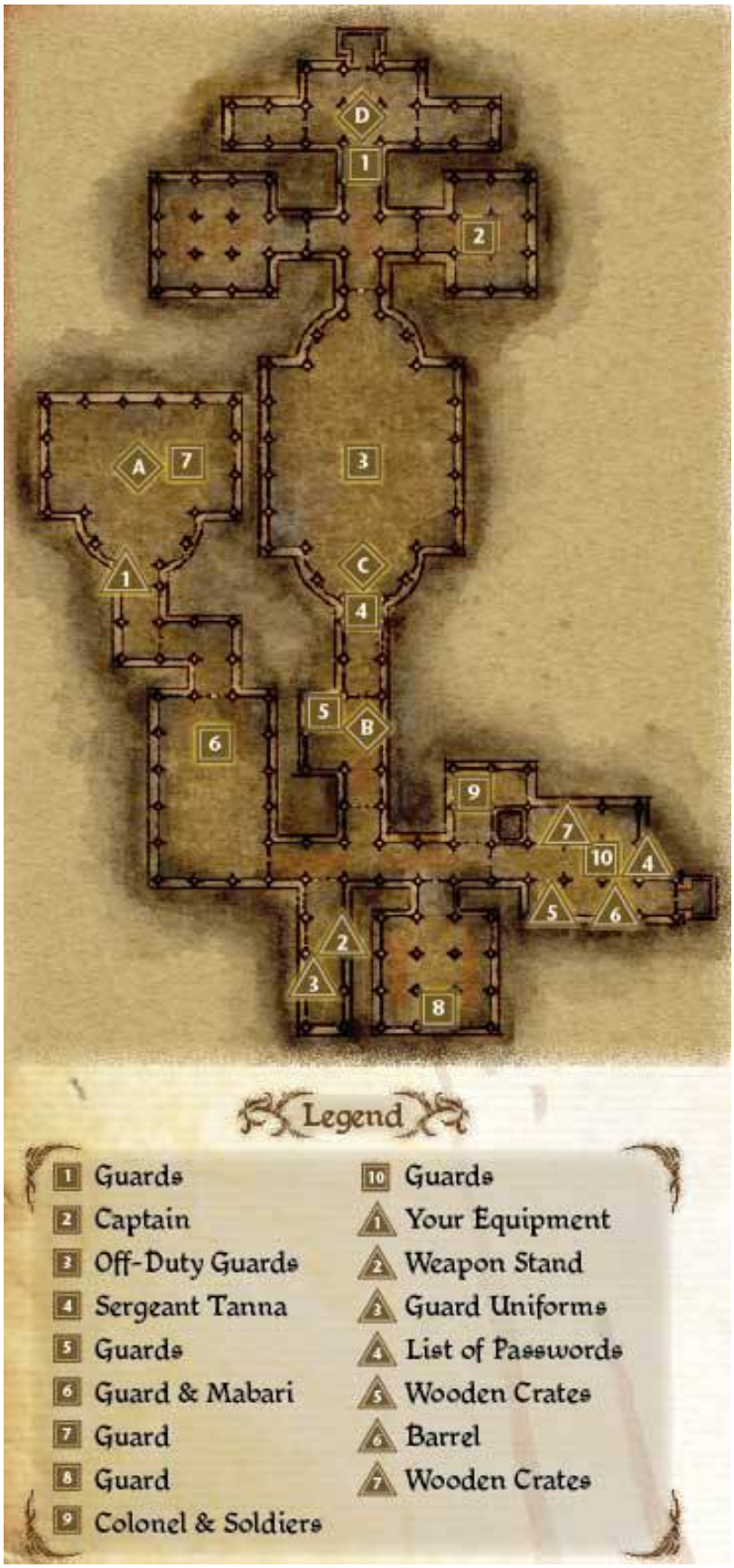
Surrender so that Anora can escape. This leads directly to the "Captured!" quest.

Try to explain that Anora was captured. Unfortunately, Anora betrays you and Cauthrien attacks.

Choose to attack Ser Cauthrien.

If you surrender or are defeated, the "Captured!" quest begins. If you defeat Ser Cauthrien and her men, you skip the "Captured!" event and gain Ser Cauthrien's Summer Sword. It may be a very good upgrade for any party member who uses a two-handed weapon. Don't feel too bad if you lose; there are more than a dozen tough enemies to battle through.

Fort Drakon


Legend
1 Guards
2 Captain
3 Off-Duty Guards
4 Sergeant Tanna
5 Guards
6 Guard & Mabari
7 Guard
8 Guard
9 Colonel & Soldiers
10 Guards
1 Your Equipment
2 Weapon Stand
3 Guard Uniforms
4 List of Passwords
5 Wooden Crates
6 Barrel
7 Wooden Crates

Runthrough (Fort Drakon)

Summary:

Escape from Fort Drakon.

A.

Escape cell (or companions rescue PC).

B.

Fight through Fort Drakon guards.

C.

Engage off-duty guards (or companions talk past sergeant).

D.

Escape Fort Drakon (or companions talk past guards and captain to enter).

Fort Drakon Cheatsheet

Main Plot Quests

Captured!

Important NPCs

None

Key Items

None

Monsters

Captain

Colonel

Guards

Mabari

Off-Duty Guards

Sergeant Tanna

Soldiers

Side Quests

None

Note: You can escape from Fort Drakon two ways: rely on yourself to get free from the cell or let your companions sneak in from the outside. If you break out yourself, progress through the fort from diamonds A to D. If you break in with companions, you will start at diamond D and end up at diamond A before retracing your steps out of the prison.



If you choose to break out of Fort Drakon yourself, it will be the PC alone or with Alistair if he was also in the party at the time of capture. Several methods can break you out:

Call the guard over by clicking on him or on the door.

A player with very high lockpick skill can unlock the cell door.

A female player with any Persuade score or a male player with very high Persuade can seduce the guard.

A player with high dexterity can slip past the guard and out of the cell.

A player with moderate or better strength can knock the guard out.

A player with moderate Persuade skill can convince the guard to remove his armor.

The player can also just choose to attack the guard.

A player with any significant Persuade skill can convince the guard that there are darkspawn nearby.

The player can pretend to be ill.

Once out of the cell, click on the chest by the door to get your equipment back. If you don't get your equipment now, it will be returned to you when you leave the fort, but why battle guards with such a handicap?



If you enter as companions, you rescue the PC (and Alistair if he was in the party) at this location. From here on out you fight as a party again.



Attack the guard and his Mabari war dogs in the kennel and then look for a storage room to the right after you leave the kennel. Inside the storage room, look for an armor stand that has guard uniforms. Put on the uniforms to blend in with the guards and avoid unnecessary combat. Remove the uniform by returning to the armor stand or choosing to attack when talking to guards.

Head east to the storage room where two guards are working to clean things up. Slay them, or pickpocket one of them if your Stealing skill is high enough, and loot the password list.

You can also speak with the colonel in his room. Enter in disguise and he will assume you are a new recruit. Pretend to be a guard and attempt the following:

Talk to the guard (assistant quartermaster) in the armory. Kill him or convince him you are there to relieve him.

Collect the guards in the storage room. (You need to pass a Persuade or Intimidate check to convince them to come. Otherwise they will attack.)

Get the regulation swords from the armory.

A player with the Poison-Making skill can give the guard an acidic coating (giving an acid flask will cause the player to fail.)

A player with high Intimidation skill can convince the guard to give the swords.

A player with high Persuade skill can bribe the guard or convince him that going out on patrol might get the storage guards hurt or killed.

If the player has already persuaded the assistant quartermaster to leave, just click on the weapon rack to get the swords.

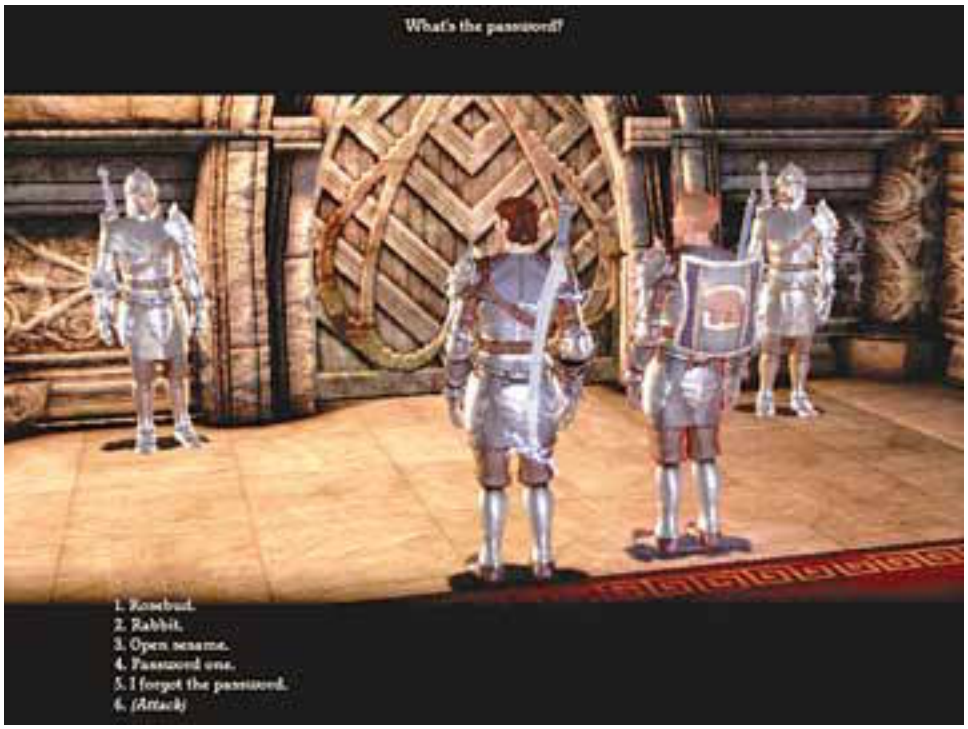
Report to the colonel for inspection.

Perusade the colonel you are ready for inspection and can follow orders.

If you pass inspection, proceed to the guarded checkpoint (the doors at diamond B on the map) and the guards will let you pass. If you haven't passed inspection, choose the correct password listed on the password list ("Rabbit"). Otherwise, you'll be forced to fight your way out.



From this point on, the companions entering the fort can no longer bluff and must fight to free the PC. There are only two of you, so take your time and don't pull more enemies than you can handle.



If you have a high Persuade score and the uniform on, you can convince the sergeant that you are off duty. If you've passed inspection, you can walk right by. Otherwise, you must fight your way out.



At the second guard post convince the sergeant to leave her post. You can try this through dialogue, or you can create a distraction. If you talk to the off-duty guards, you can get them to

fight each other, or you can start a skirmish with one of the ballistas in the room. When the distraction happens, the sergeant will leave the door and you can enter.



If you've passed inspection, you can walk out the front door. If you have a fight on your hands, any party member who likes the main PC will show up to help with the battle. Before the fight, if you enter the captain's room and kill him solo, it makes for an easier end battle to escape.



If your PC decides to wait for help, your companions start outside the fort at the front gates (this option occurs only if you have companions with high enough approval that they want to help). Different party members will have different cover stories to enter: Oghren with either Zevran or Sten will pretend they are circus performers; Leliana, Morrigan, and Wynne (any two) will enter as Chantry priests; anyone with Dog will be delivering a war dog; and any other companion combination will be making a delivery of bones for the kennel.

You can bluff the guards at the gate if your Persuade score is high enough. Some characters are better at bluffing than others (Dog is always a good choice). If the bluff succeeds, the guards will fetch the captain. If the bluff fails, you must fight the guards and loot the key from one of the corpses. Next, you must bluff the captain. If the bluff succeeds, the captain will let you into the main hall. If not, kill the captain and take his key.

Back at the Estate



No matter how you finally escape Fort Drakon, return to Arl Eamon in his Denerim estate. You must now discuss with Eamon and Anora how to upset Loghain in the Landsmeet. You must start making choices about who you want on the Ferelden throne. After talking with Eamon, seek out Anora and speak with her. The queen asks for your support for the throne. You can offer your support unconditionally, ask Anora to marry Alistair, or ask her to marry you (if you are a human noble male). Next, you need to talk to Alistair. He never wanted to be king, though he's more willing to consider it if he's been hardened due to the experience with his sister (see Alistair's section in the Companions chapter for his personal quest information). Alistair can be convinced to support Anora unconditionally, you can ask him to marry Anora, you can convince him to take the throne himself, or you can ask him to marry you (if you are a human noble female).

Landsmeet Support

Heading into the Landsmeet vote, you need a lot of support to crown your candidate. Here are the best ways to drum up support, and some actions that will sink your support, as you vie for Ferelden's throne.

Positive Influence:

Talk to Anora before the Landsmeet! Tell her you'll support her, even if this is a total lie. You gain a very large positive.

You get a heavy positive if you rescued Oswyn (Bann Sighard's son) from Howe's torturers during the "Rescue the Queen" quest and you select any option mentioning Arl Howe's crimes.

You get a heavy positive if you rescued Irminric in Howe's dungeon, gave his ring to Alfstanna in the tavern, and then mention Loghain hiring a blood mage to poison Eamon.

While you're rescuing people from Howe's dungeon, find Vaughan (yes, the jerk from the City Elf origin). Tell him you want his vote in the Landsmeet, and let him out of his cell.

There's also an assassin quest in the market that gets you one vote in the Landsmeet.

Once you confront Loghain at the Landsmeet, talk about the Blight. You need to perform a Persuade check, but bringing this subject up will always win over Arl Wulff, guaranteed.

Alternately, if you have high Persuade, pick the dialogue choice, "I'm not the one who betrayed Ferelden!" in the first dialogue round. You'll get a small positive.

You get a small positive for bringing up the slave trade in the Alienage.

Negative Influence:

Never bring up leaving Cailan to die. After the first dialogue round, this is never a Persuade and it is always a small negative.

Do not talk about Alistair in the first dialogue round. This is a small negative. If you really must bring him up, do it later, and you need high Persuade.

When you talk to Anora before the Landsmeet, do not tell her that you think Loghain should die for his crimes. Alternately, never talk to her. Either way, she stabs you in the back.

You get a heavy negative if you rescued Irminric in Howe's dungeon, refused to give his ring to Alfstanna in the tavern, and then mention Loghain allowing Rendon Howe to imprison and torture innocents.

Mentioning Arl Eamon is always a negative if you didn't give Irminric's ring to Alfstanna (not just if you teased her with it).

Elven Alienage



Runthrough (Elven Alienage)

Summary:

Find proof that implicates Loghain to undermine him at the Landsmeet.

A.

Enter the Elven Alienage.

B.

Speak with Shianni.

C.

Slip into the Tevinter Hospice through the back door.

D.

Navigate through the Run-Down Apartments.

Elven Alienage Cheatsheet

Main Plot Quests

Unrest in the Alienage

Important NPCs

Shianni

Key Items

None

Monsters

Elf Guard

Healer Saritor

Healer Veras

Tevinter Guards

Tevinter Supervisor

Side Quests

Fazzil's Request

Something Wicked



Anora tells you that there is unrest in the Elven Alienage, and she suspects her father is behind it. You can explore around the Alienage a while if you like before finishing off the main quest. If Soris was freed in the "Rescue the Queen" quest, or if the PC took sole responsibility for the events at the Arl of Denerim's estate in the City Elf origin story, Soris is in the PC's home. He has some information about the unrest in the Alienage. Alarith can be found in his store on the periphery of the crowd gathered in the center of the Alienage. He also has some information about the unrest in the Alienage.



In the center of the Alienage, speak with Shianni. She believes the Tevinters are up to no good inside the hospice, even as they claim they are healing the elves and protecting them from a plague. Among the missing are the hahren, Valendrian, and Cyrion (the city elf's father).



Slip around to the rear entrance of the hospice. A lone guard defends it, and this fight is much

easier than trying to go through the front door. If you don't feel like fighting, you can also bribe the guard at the rear entrance. Loot the key from his corpse if you don't bribe your way in.

You can also enter the hospice by pretending to have the plague (elf only). The healers out front will insist that you be taken into the hospice alone. Enter, then resist and fight the healers. Of course, you can always fight through the front door if you want a larger battle to ensue. Loot the key from the healer's corpse to gain entrance through the front door.



Enter the hospice and eliminate the guards and supervisor. Loot the room of its valuables, including the note on the table (which also holds a key to unlock the apartments' main door). You can release the imprisoned elves if you like. When you leave, the front door enemies will attack, so be prepared for another big fight out in the streets (civilians even join in!). Once combat is over, return to Shianni and let her know what you've found. She'll direct you to the Run-Down Apartments next.



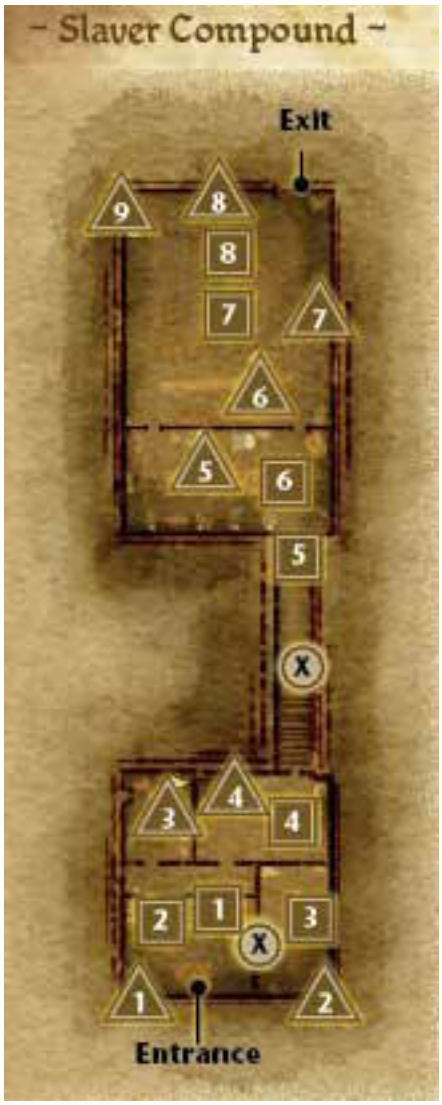
Inside the Run-Down Apartments, turn the corner and speak to the elf at the end of the hallway. He knows what's going on in here, and he will tell you that they march elves through here to the landlord's office and you never see them again (including Valendrian). Around the next corner, the room to the north holds the sextant that completes the "Fazzil's Request" side quest. The southern room opposite it contains some minor loot.



The westernmost room is the landlord's office. You can pick the lock with a high enough lockpicking skill and battle a few Tevinter guards here, plus claim some more loot in locked chests. The last door opens with the key you gained from the hospice. Exit through the back door and prepare for a battle against more Tevinter guards in the hidden alley behind the building.



A half a dozen Tevinter guards secure the hidden alley (accessible only through the back door of the Run-Down Apartments). You can try to talk your way through them, but they won't buy it and the fight is on. Half the guards will charge you and half will sit back and fire arrows at range. Stun or root the near group, or blow away the far group with massive AoE damage, so you don't have to deal with both groups at once. Once you have the guards down and you're healed back up to full, enter the warehouse door into the Slaver Compound.





As soon as you enter the compound, Devera and her men challenge you. Devera reveals that the Tevinter Hospice is a front for a slave trade, sanctioned by Loghain. With a high enough Persuade or Intimidate score, you can convince Devera to avoid a fight and take you straight to the slave trade leader, Caladrius. Otherwise, you must defeat Devera and her men. It's a difficult fight. The guards near the entrance will charge and surround you in the tight quarters.

Devera will retreat to the side room, behind a line of claw traps on the floor. There she and her fellow archers will drill you with multiple arrow volleys. If your warrior invested in the Weapon and Shield tree, make sure Shield Cover is up. Your ranged mages and DPSers have to shut down the ranged enemies or the continuous stuns from those attacks will cripple you. A Cone of Cold or Fireball followed by Inferno distracts them nicely. The tank, with the help of stuns such as Mind Blast or a bard's Captivating Song, can keep them off the whole party as you dismantle them one by one.

Three more guard groups stand in your way of the final room with Caladrius. Move slowly and take them out one group at a time (watch for the poison trap in front of the second group). When you enter the final room, Caladrius greets you with multiple options to avoid combat. You can:

Bribe Caladrius to give you evidence against Loghain and leave. Caladrius takes your bribe, his profits, and all the slaves.

A player with very high Intimidation can convince Caladrius to leave his profits and the evidence against Loghain. Caladrius leaves with the slaves.

A player with very high Persuade skill can convince Caladrius to give the evidence for free. Caladrius leaves with his profits and the slaves.

Otherwise, defeat Caladrius in combat. If defeated, Caladrius surrenders and offers to use the life force of the slaves to boost your constitution. If you accept the offer, all the slaves are killed, you get the profits, evidence, and a stat boost.

After the battle, you can let Caladrius go or continue the battle and kill him. The slaves are freed, you gain the profits and the evidence against Loghain either way. Make sure you loot the slaver documents from Caladrius's corpse should you run him through.

Alienage Aftermath

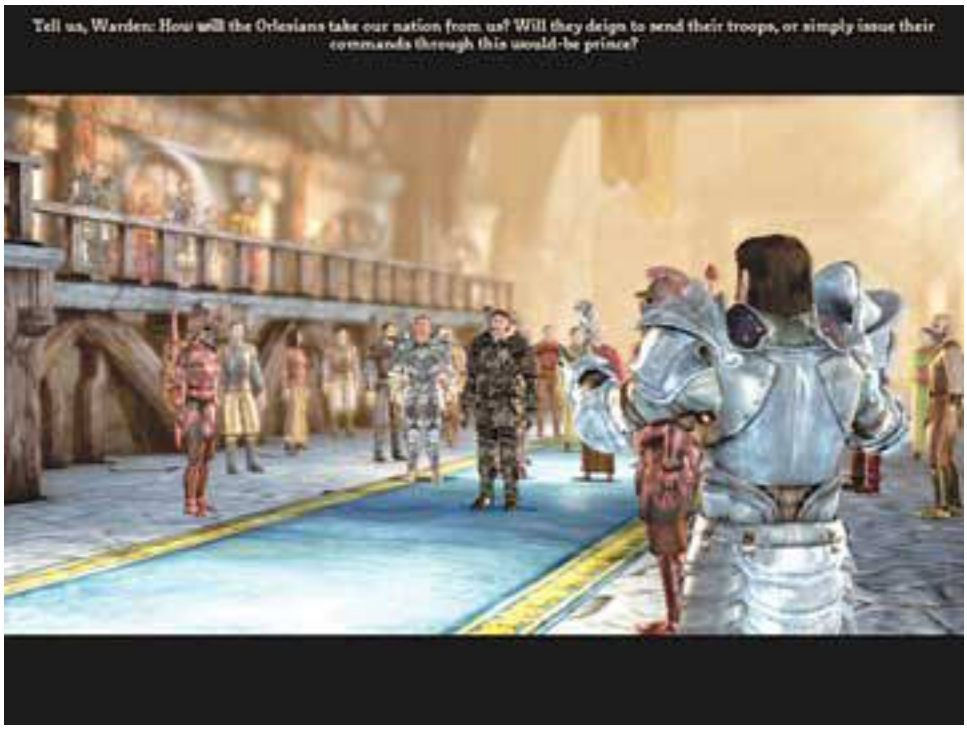


After gaining the evidence on Loghain from the slavers, head to Valendrian's home to wrap things up and receive a dagger that belonged to Duncan. Alternately, if you are a city elf, head to your father's home to receive a dagger that once belonged to your mother. When you've finished with the Alienage, return to Arl Eamon in his estate and he will leave for the actual Landsmeet.

The Landsmeet



Once you decide it's time for the Landsmeet, journey to the Royal Palace on the Denerim city map. If you didn't kill Ser Cauthrien, now's your chance for some revenge. She intercepts you as you enter the palace, and she wants to keep you from the Landsmeet assembly. Defeat Ser Cauthrien and her men to enter the Landsmeet and present your case against Loghain, or you can convince her to stand down if your Persuade skill is high enough (you won't get any loot if you persuade her, though).



Who wins the Landsmeet challenge depends on how much support you have drummed up leading up to the event. You can gain favor with the other nobles through dialogue (Queen Anora) or completing side quests ("Lost Templar," for example). If you win the challenge, Loghain rebels and you choose a large battle or a duel versus Loghain. If Loghain wins, you rebel and trigger a battle and then a duel.



The battle will be your party and allies versus Loghain's supporters. It's a massive battle. Stay near the outskirts early on and pick off enemy targets; avoid getting caught in the middle and surrounded. Use AoE as much as you can to hit large enemy pockets, and not strike your allies. Eventually, Loghain will come for you. Try to stun or root him and deal with his entourage first. When Loghain falls the battle ends, but he is not going to drop quickly.

When you all but knock Loghain out, the nobles call a halt to the battle and a duel of honor is announced. Any one of your party can fight Loghain one on one. Generally, your PC will be the best choice, but if you want one of the others, the option is there. Use your best tricks of the trade to defeat Loghain a second time.

After you defeat Loghain in the duel, you have a choice: kill him or force him to undergo the Joining and become a Grey Warden. If you let Loghain live, Alistair will disown you and leave the group. However, Anora will be pleased. Loghain will then join you as a warrior companion (see the Companions chapter for details). If you kill Loghain, Alistair will be pleased; Anora will not.



Who ends up on the throne depends on many factors. Is Loghain alive? Who killed Loghain? Was Alistair changed by his experience with his sister? Is your PC male or female? Here are the various scenarios:

Alistair rules alone:
Easiest to do if Alistair has been changed and Loghain has been killed.

Alistair rules with Anora:
This will take some convincing, particularly if Alistair is in a relationship with you. Keeping the relationship after the betrothal is even harder. If Loghain lives, Alistair will only get the throne if he is changed. Otherwise, he will try to kill Loghain or leave. Anora won't marry Alistair, however, if Alistair killed or executed Loghain; you will have to do it in that case. Anora will not marry her father's murderer.

If Alistair is changed:
If Alistair has a hostile approval rating, Alistair will not marry you, but will rule alone. If Alistair is neutral or interested in you, he will require a very high Persuade check to rule with you. If Alistair is warm or cares about you, he will require a medium Persuade check, depending on the tactic you take. If Alistair is friendly or in love with you, he will require a low Persuade check.

If Alistair is not changed:
If Alistair has a hostile approval rating, Alistair will not marry you, but will rule alone. If Alistair is neutral or interested in you, he will require a very high Persuade check to rule with you. If Alistair is warm or cares about you, he will require a high Persuade check, depending on the tactic you take. If Alistair is friendly or in love with you, he will require a medium Persuade check.

Alistair rules with a human noble female PC:
Easiest to do if Alistair has been changed and is in a relationship with you. If you let Loghain live, Alistair will not marry you—and he will leave the party. If Alistair is changed and killed Loghain, and not in an active romance with a human noble female player, and not willing to marry Anora (you convinced him to marry her and she didn't betray you at the Landsmeet), then Alistair will assume the throne and the subject of marriage will never come up.

Anora rules alone:
Not that difficult; Alistair doesn't want the kingship. Loghain may or may not be dead.

Anora rules with human noble male PC:
Only if you let Loghain live, or Alistair kills or executes Loghain. Anora will not marry her father's murderer.

The complicated political weavings will all become clear by the finish of the Landsmeet. Alistair or Anora will be on the throne, and Arl Eamon will return to Redcliffe for the final preparations against the full strength of the Blight. When you are ready to hunt down the archdemon, your next step leads to Redcliffe once again.

The Final Onslaught

You must complete the Landsmeet before continuing to the last quest: "The Final Onslaught." It's your party versus the archdemon to the death.

Redcliffe Village (Destroyed)



Runthrough
(Redcliffe Village: Destroyed)

Summary:

Head off the darkspawn horde that has invaded Redcliffe.

A.

Speak with the Redcliffe survivor and fight the nearby darkspawn.

B.

Rescue the village from rampaging darkspawn.

C.

Exit to Redcliffe Castle.

Redcliffe Village:
Destroyed Cheatsheet

Main Plot Quests

The Final Onslaught

Important NPCs

Redcliffe Survivor

Key Items

None

Monsters

Hurlock Alpha

Hurlock Emissary

Hurlocks

Ogres

Side Quests

None

Note: Throughout the course of "The Final Onslaught" leading up to the fight with the archdemon, you will be swarmed with the throng of the darkspawn invasion. Get used to fighting lots and lots of enemies at once. The good news is that they are generally weaker than your average foe and, individually, will go down quickly.



After entering Redcliffe, meet the Redcliffe survivor on the far side of the bridge. He tells you that the village and castle have been besieged by the darkspawn horde. Ultimately, you must journey to Redcliffe Castle via the nearby exit point; however, as soon as the survivor leaves, you enter combat against the hurlocks, blight wolves, and the hurlock emissary to the south down the hill. After you defeat them, you can enter the Redcliffe Castle exit point.

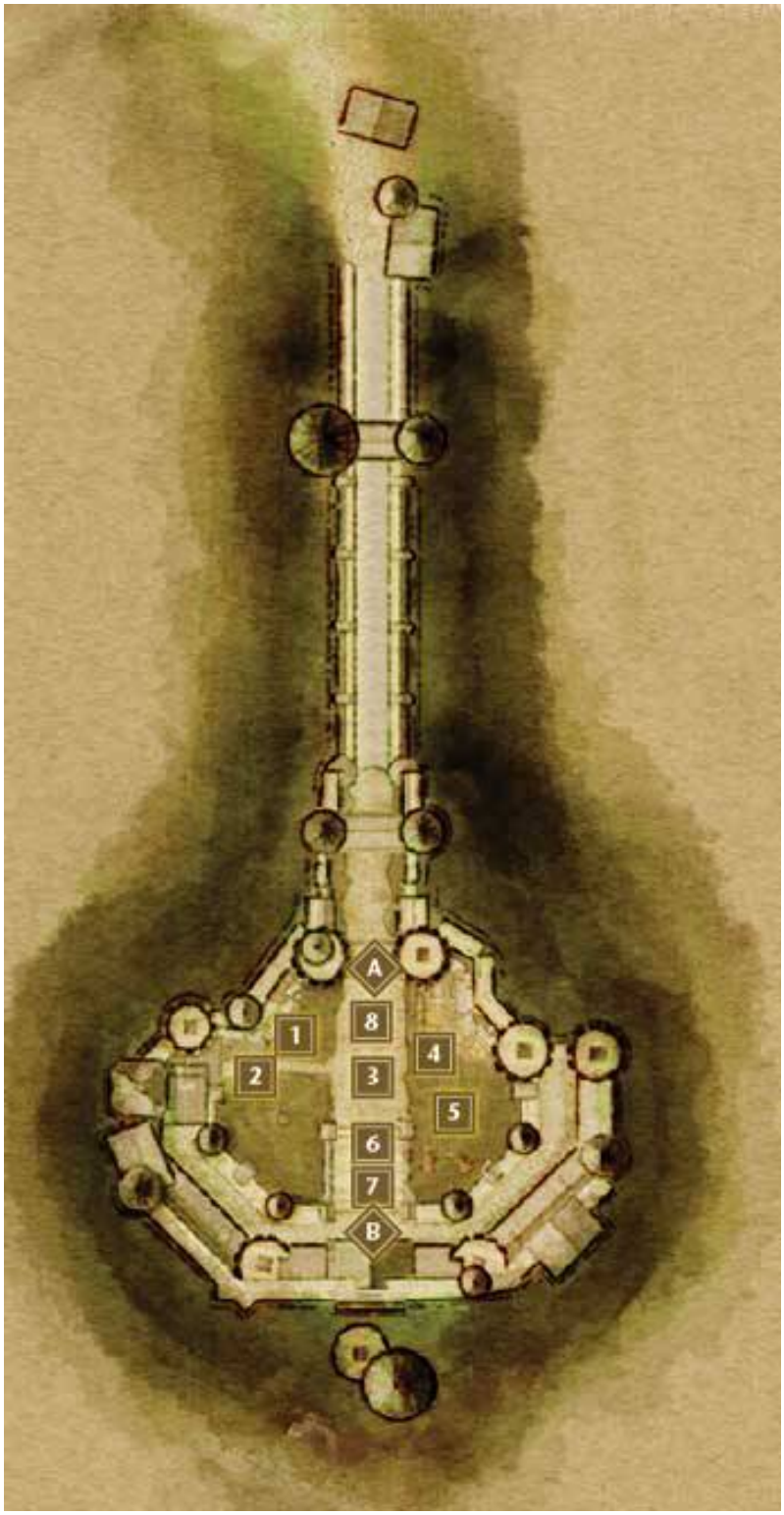


It's optional to continue down to the village and wipe out the darkspawn, but hey, if you saved the town from walking corpses before, how can you leave it to darkspawn now? If you continue down, a group of hurlocks led by a hurlock alpha guards the lower bridge near the waterfall. Down in the town square, two ogres and a bunch of hurlocks cause havoc. Lay down AoE as soon as you spot the enemy, then sweep in and clean up the half-dead stragglers.



Take the exit to Redcliffe Castle. It's also under attack, so be ready to enter battle as soon as you get on the other side.

Redcliffe Castle Courtyard





Runthrough
(Redcliffe Castle Courtyard)

Summary:

Defeat the darkspawn horde on the steps of Redcliffe Castle.

A.

Battle the darkspawn in the courtyard.

B.

Slay the ogre alpha to enter the castle.

Redcliffe Castle
Courtyard Cheatsheet

Main Plot Quests

The Final Onslaught

Important NPCs

Redcliffe Soldiers

Key Items

None

Monsters

Hurlock Alpha

Hurlock Emissary

Hurlock Grunts

Ogre Alpha

Side Quests

None



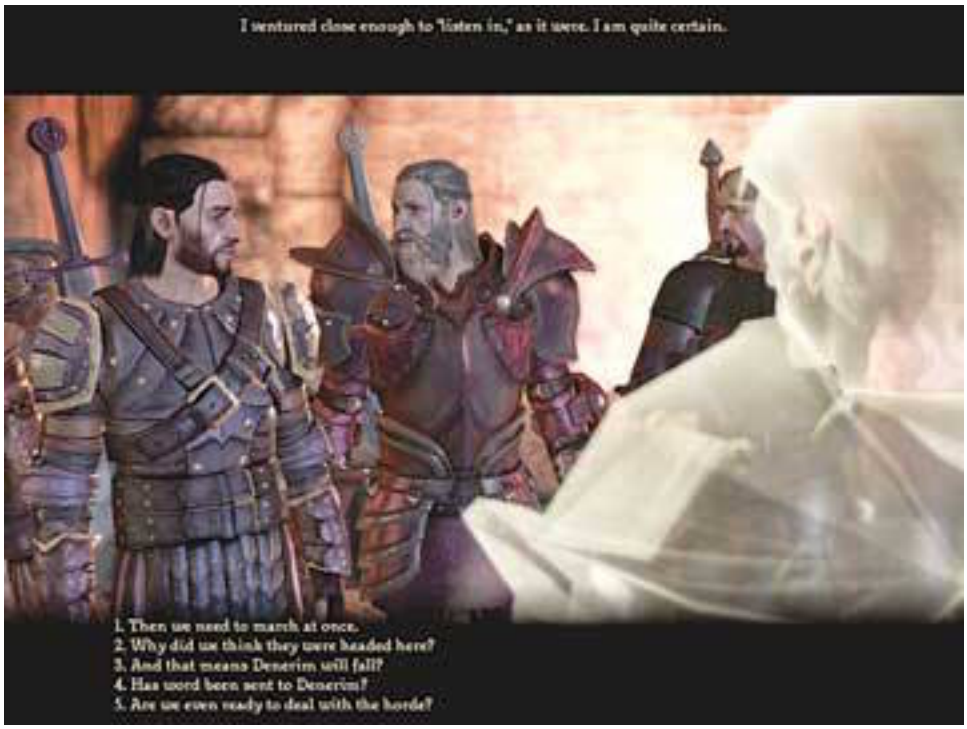
When you enter the courtyard, darkspawn have assaulted the castle steps. Dozens of hurlock grunts jam the courtyard, with a hurlock emissary flanked on either side. A hurlock alpha guides a group of hurlocks fighting the Redcliffe soldiers on the main steps. From your starting position, rain down whatever AoE damage you have into the center of the enemy mass. Don't charge in; draw darkspawn to you and eliminate them in small groups. As soon as you can get close enough to target the hurlock emissaries, concentrate all damage on them to avoid the magic counterattack. Methodically inch down the courtyard and up the stairs till you meet the Redcliffe soldiers. Waves of new hurlocks appear until you defeat the two hurlock emissaries and the hurlock alpha.



As soon as the last of the hurlocks fall, an ogre alpha appears back near the portcullis. Attempt to root it quickly or else it will charge and smash through anyone in its way with an AoE sweep attack. The tank should get the ogre's attention and hold the threat as long as possible. The healer should throw constant heal spells to keep the tank's health nearly full. If the ogre alpha grabs and throttles the tank (or anyone else, for that matter), the victim's health total will drop in huge chunks. You must either out-heal the damage or stun the ogre to make it let go. With enough damage, the ogre alpha will slump. Speak with the Redcliffe soldiers and they'll let you in the castle proper.

Caution: At this point all previous game plots become locked. You will not be able to travel on the world map once you enter the castle.

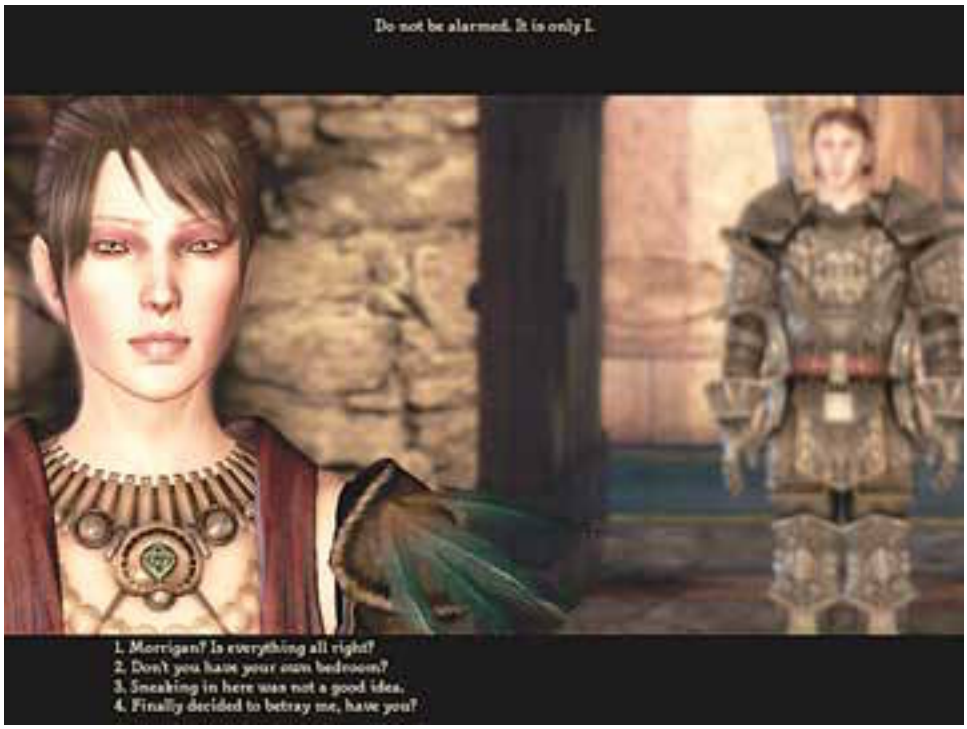
Redcliffe Battle Plans



Inside Redcliffe Castle, Riordan and Arl Eamon fill you in on what's happened. The darkspawn invasion, led by the archdemon, is on the move to wipe out Denerim. You have to stop it. In the morning you leave for the city, but first Riordan wants to speak to you in private. Go up to Riordan's room on the second floor and speak with Riordan again. He tells you that for the archdemon to die, one of the Grey Wardens must sacrifice himself with the killing blow, or the archdemon will survive. It looks like you're not all going to make it through the final battle.

Tip: Bodahn and Sandal follow you to Castle Redcliffe. Seek them out on the first floor if you have any vendor needs.

Morrigan's Ritual



However, there is a way to avoid one of the Grey Wardens dying. Morrigan waits for you back in your room. She offers you an alternative to sacrificing yourself when you kill the archdemon. She asks you to lie with her and conceive a child; when the archdemon is slain, its spirit will travel into the child, destroying the archdemon, and creating a child with the soul of an Old God.

Note: The ritual involves sleeping with Morrigan to impregnate her; therefore, this route is available only for male players.

If you agree and sleep with Morrigan, you will not die at the end of the climax when the archdemon perishes. If you are female, or if you are male and refuse to conduct the ritual with Morrigan, she will present another option: She will perform the ritual with another Grey Warden (either Alistair or Loghain, depending on which one is with you after the Landsmeet). If you agree to this, you must talk to Alistair or Loghain and convince them to have the ritual with Morrigan. No one will die at the end of the climax.

Should you decide not to agree to the ritual at all, Morrigan will not offer again, she will not be available for the final battle, and she will leave the party forever.

City Gates


7
6
1
2
3
B
1
A
4
5
9
8
Legend
1 Riordan
1 Genlocks
2 Genlock Alpha
3 Genlocks & Hurlocks
4 Genlock Alpha
5 Genlocks
6 Genlocks
7 Hurlocks
8 Genlocks & Hurlocks
9 Genlocks & Hurlocks

Runthrough (City Gates)

Summary:

Breach the darkspawn army and gain a foothold inside the city walls.

A.

Enter the City Gates area and battle the darkspawn.

B.

After speaking with Riordan, exit the City Gates.

City Gates Cheatsheet

Main Plot Quests

The Final Onslaught

Important NPCs

All Your Companions

Riordan

Key Items

None

Monsters

Genlocks

Genlock Alphas

Hurlocks

Side Quests

None

Note: You control only your PC in the City Gates. The rest of your companions join you in the battle, but as allies not under your direct control.



In this race against the darkspawn destruction of Denerim you want to take it slowly. You control only your PC here; your companions will join you as allies, but you can't control their actions, so there is no guarantee that they will always aid you in every skirmish. Other allies, such as Riordan and Denerim soldiers, will fight with you as well. Pick battles wisely, and, of course, come to aid of any companion you see in trouble. You have two genlock alpha enemies and a whole mess of genlocks and hurlocks to wade through to reach the exit point on the far side.



Clear out the entire area of darkspawn. After you defeat all the darkspawn, you can speak with Riordan and he will gather everyone and explain his plan. Riordan hopes to track the archdemon and attract it to Fort Drakon where it can be cornered and slain. Your task will be to move through the city toward Fort Drakon and reach its roof where the archdemon awaits. Riordan also warns that two of the archdemon's generals are in the city. Before reaching the fort, you should slay these generals or else they will aid the archdemon in the final battle (and the archdemon doesn't need any more help!). You also choose one of your companions to lead a task force to defend the City Gates after you leave (composed of your remaining non-party companions).

Note: When leaving the City Gates, you can choose to go to either the Market District or the Elven Alienage. The order does not matter.

Denerim Market District (Destroyed)



Runthrough (Denerim Market District: Destroyed)

Summary:

Slay darkspawn and eliminate the archdemon's general.

A.

Enter the Market District.

B.

Battle through the ogres and genlock emissaries.

C.

Slay the hurlock general before exiting.

Denerim Market District:
Destroyed Cheatsheet

Main Plot Quests

The Final Onslaught

Important NPCs

Ancient Treaties' Armies

Key Items

None

Monsters

Genlock Emissaries

Hurlock General

Ogres

Hurlocks

Side Quests

None

Player Army Tips

After you leave the City Gates, you have access to the armies you gathered by completing the Ancient Treaties quests. Deploy them as needed, but remember that only a single army can be active in one area. Once an army has been defeated in an area, you can deploy another army. An army does not replenish its lost soldiers. Here's what you have to aid you:

You will always have the Redcliffe soldiers available. The Redcliffe soldiers are average melee combatants.

Depending on the outcome of the "Nature of the Beast" quest, you have elves or werewolves on your side. Elves are good archers and deal excellent damage at range. Werewolves are brutal melee combatants, but lack defense.

You have templars or mages fighting with you, depending on the outcome of the "Broken Circle" quest. Mages have a devastating ranged damage output but can die quickly if attacked in melee. Templars are tough all-around: good defenders, good melee, and minimal ranged weapons ability.

You always have the dwarves as an army, but if the player convinced Kardol (leader of the Legion of the Dead) to help, then occasionally a legionnaire will spawn along with the normal dwarves armies. The regular dwarves are melee defenders. The Legion of the Dead soldiers are elite combatants: they are very good defenders and are capable of unleashing great amounts of damage.

If you sided with Branka in the "Paragon of Her Kind" quest then you will have a small contingent of golems at your disposal. Golems are the most powerful combatants available. They can withstand huge amounts of damage and inflict even more, including ranged attacks (throwing rocks).



Enter the destroyed Market District through the back (opposite the way you would normally enter). Around the first corner wait several ogres and two genlock emissaries. Summon your army troops if you want assistance in the coming battle.

Deploy an army of dwarves, golems, Redcliffe soldiers, or werewolves in the Denerim Market District if you want assistance.



Hit the ogres out in the open with long-range AoE attacks. Stand your ground and pull them to you, unleashing either heavy damage through single-target abilities or stun/root abilities to hold them in place. By the time they reach you, each ogre should be knocked down by half or completely eliminated. More ogres and the hurlock emissaries join the battle. Nullify the emissaries as quickly as you can with templar abilities, Mana Drain, stuns, etc. If you keep your healer back near the entrance and heal appropriately, it will be a difficult fight, but you'll come out on top.



To reach the exit point, you must first defeat the hurlock general and its ogre bodyguards. When you spot them, hit the nearest target with AoE or a big damage spell. Draw the ogres toward you while rooting the general if you can. The ogres are ranked normal, so take the initial ogres down first before concentrating efforts on the general. More ogres spawn as the battle continues. Bring down the general before too many reinforcements wear you down. You definitely want the general dead so it doesn't join the archdemon later in the battle.

Elven Alienage (Destroyed)



Runthrough
(Elven Alienage: Destroyed)

Summary:

Slay darkspawn and eliminate the archdemon's general.

A.

Enter the Elven Alienage.

B.

Talk to the elven survivors.

C.

Slay the invading darkspawn at the gates to the Elven Alienage.

Elven Alienage Cheatsheet

Main Plot Quests

The Final Onslaught

Important NPCs

Ancient Treaties' Armies

Key Items

None

Monsters

Genlock Alpha

Hurlock General

Hurlock Grunts

Ogres

Side Quests

None



You enter the Alienage on the northern side. The darkspawn haven't invaded yet, so all is quiet throughout most of the Alienage.

Tip: Deploy an army of dwarves, golems, Redcliffe soldiers, or werewolves in the Elven Alienage if you want assistance.



Speak with some elven survivors in the middle of the Alienage. They tell you that darkspawn are threatening to break in at the south gate. Head there once you're fully equipped and ready to battle. Summon your army troops to assist you at the south gate battle.



Use the gate as a choke point to prevent too many darkspawn from swarming you at once.

First slay the rampaging ogre that breaks down the gate. Let your allied army handle most of the grunts and seek out the hurlock general in the back. Concentrate your heavy damage and special talents on him just as you did with the hurlock general battle at the Denerim Market. After some prolonged fighting, the general will fall and you just need to clean up the remaining darkspawn to finish off the area. Speak with Shianni back near the Alienage Tree and she gives you the Dawn Ring (+4 strength, -1 cunning) as a reward for saving the Alienage.

Hold the Gates



During your travel to the Palace District, the story shifts back into the City Gates where your secondary party was left to defend the area. You take control of this party and have to defend the area against a force of darkspawn who are trying to retake the area from outside the city. Once the fight is over, a messenger appears. Talk to the messenger to switch control back to your main party.

Palace District



Runthrough (Palace District)

Summary:

Cross the Palace District to reach Fort Drakon.

A.

Enter the Palace District.

B.

Battle darkspawn on the tiers.

C.

Fight through to the Fort Drakon entrance.

Palace District Cheatsheet

Main Plot Quests

The Final Onslaught

Important NPCs

Ancient Treaties' Armies

Key Items

None

Monsters

Genlock Alphas

Genlock Emissary

Genlocks

Hurlock Grunts

Ogres

Shrieks

Side Quests

None



Back at the Palace District, Riordan ambushes the archdemon by jumping on its back off one of the high towers. He manages to cut a deep wound into one of the archdemon's wings and forces it to land on the roof of Fort Drakon. Riordan, however, loses his grip and falls to his death. You are down to two Grey Wardens. Enter the Palace District and begin to ascend its tiers.

Tip: Deploy an army of dwarves, golems, Redcliffe soldiers, or werewolves in the Palace District if you want assistance.



Darkspawn archers guard the first tier. Pick them off at range so you can mount the first set of stairs safely. Head to the north stairs or the south stairs; it really doesn't matter because the darkspawn shift positions and pile after you anyway. The second tier stairs are a choke point, with the main darkspawn force sitting at the top. You have to go through them. Either summon your army to help take the stairs, or toss lots of ranged AoE attacks at the top of those stairs first to soften up the targets. Then move in and finish off whatever is still standing.



The final tier hosts two hurlock emissaries surrounded by hurlocks and shrieks. Each staircase leading up to the tier has a tripwire at the top that triggers a poison trap to slow your movement. If you have army help, let them take the brunt of the melee, while you aim ranged damage on the emissaries. If you can root or stun the emissaries and prevent them from counterattacking with Fireballs and the like, the battle will go much smoother. When you wipe out all the darkspawn, you can enter Fort Drakon for the final climb up to the archdemon.

Fort Drakon



Runthrough (Fork Drakon)

Summary:

Climb to the Fort Drakon roof to destroy the archdemon once and for all.

A.

Enter Fort Drakon.

B.

Battle darkspawn to reach the first floor.

C.

Enter the main floor.

D.

Survive the ambush by the genlock conjurer.

E.

Find Sandal by the stairs to the second floor.

Fort Drakon Cheatsheet

Main Plot Quests

The Final Onslaught

Important NPCs

Ancient Treaties' Armies

Key Items

None

Monsters

Archdemon

Dragon Thralls

Genlock Alphas

Hurlock Emissaries

Hurlock Grunts

Side Quests

None

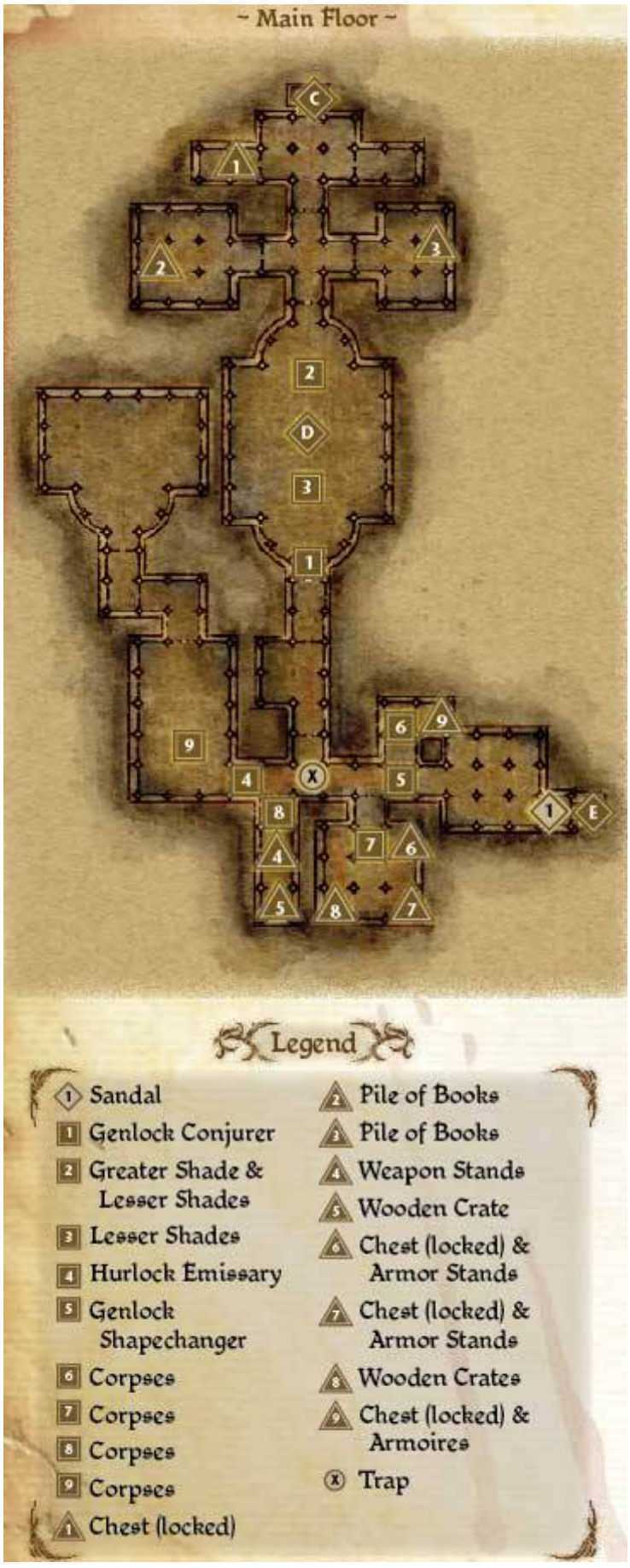


As soon as you enter the Fort Drakon exterior, you get ambushed. Two hurlock groups on your right and one on your left catch you in a crossfire of arrows. At the same time, a dragon thrall lands in front of the second right group. Hit all three hurlock groups with AoE damage immediately. The faster you kill them, the better chance you have of getting out of the shooting gallery alive. Try to root the dragon thrall to deal with in a minute. If you don't have a full arsenal, pull out your own bows and fire back until the hurlocks are dead and let the tank hold the dragon thrall with healing backup. A second dragon thrall arrives soon, so maximize damage as best you can.

Deploy an army of elves or mages in the Fort Drakon exterior if you want assistance.



The second wave of enemies stands on the stairs leading up to the first floor doors. Alphas and emissaries can rain down lots of damage on you from long distance. If you have access to either the elf army or the mage army, summon them after you clear out the initial enemies. The ranged firepower of the extra army will out-match the genlocks and hurlocks on the stairs. If you rely on your own party, stay at range and hit them with disruptive AoE spells, such as Fireball or Earthquake. You can't cover the ground to them quickly enough unless you have serious missile defense. Stand your ground and let the damage fly. Once all enemies are dead you can open the first floor doors.


~ Main Floor ~
Legend
Sandal
Genlock Conjurer
Greater Shade & Lesser Shades
Lesser Shades
Hurlock Emissary
Genlock Shapechanger
Corpses
Corpses
Corpses
Corpses
Chest (locked)
Pile of Books
Pile of Books
Weapon Stands
Wooden Crate
Chest (locked) & Armor Stands
Chest (locked) & Armor Stands
Wooden Crates
Chest (locked) & Armoires
Trap



Enter Fort Drakon and take a look around. You can claim some minor loot in the first few rooms.



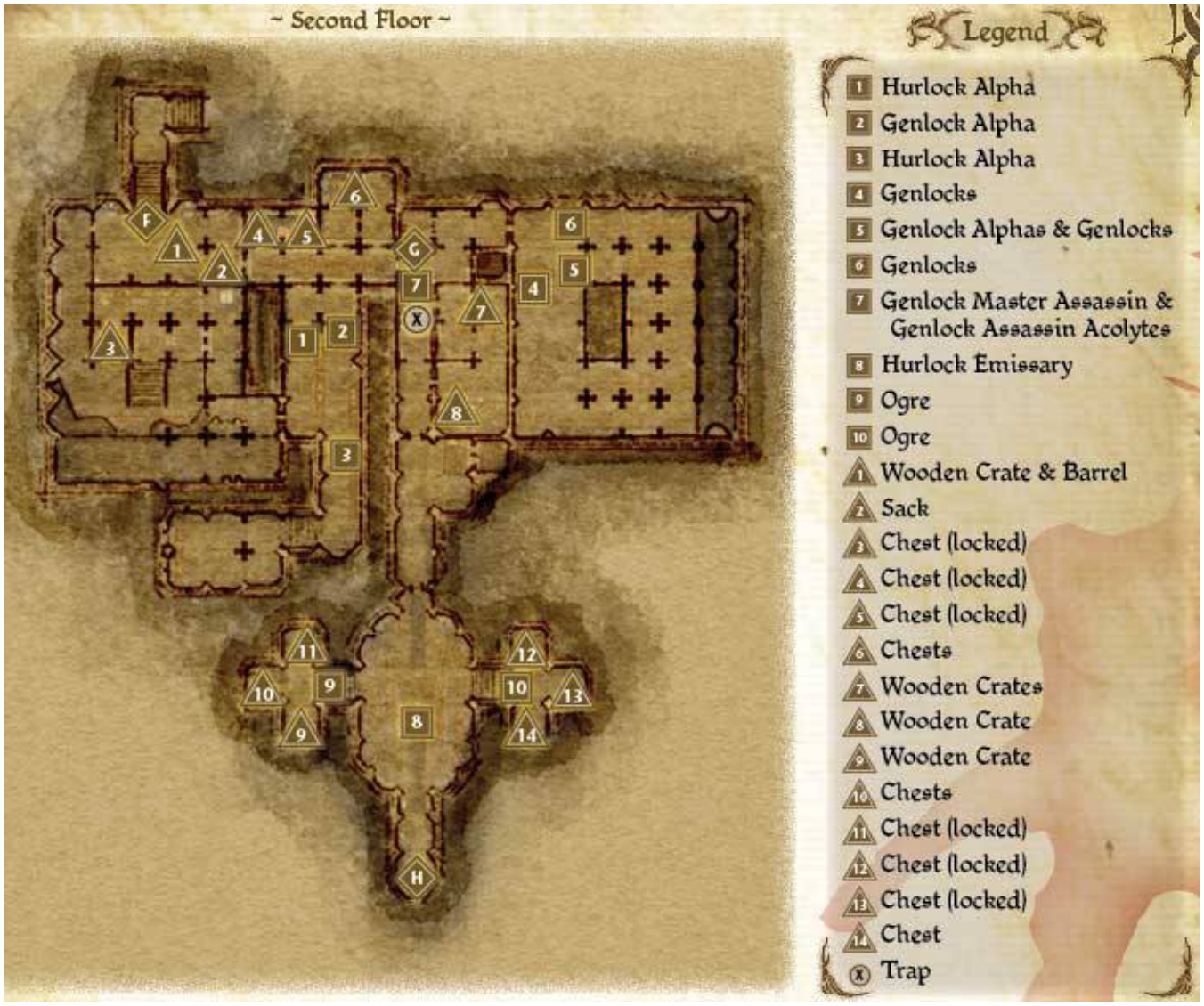
When you cross the middle of the central chamber, a genlock conjurer summons in a greater shade and lesser shades to surround you. A few seconds later the conjurer enters from the

door to the south to try to surprise you. Root or continuously stun the greater shade and concentrate ranged fire on the conjurer to take him out before he can do more damage. One by one pick off the lesser shades, then finish off the greater shade last.



Through the door and down the hall you come to a three-way intersection. Tread carefully. There's a trap in the intersection, and you're surrounded by enraged, devouring, and shambling corpses that attack as soon as you enter the intersection. You also have a hurlock emissary and genlock shapechanger flanking you. Have your rogue disarm the trap while a mage hits the hurlock emissary's side of the corridor with massive AoE. Try to burn down the emissary quickly. The shapechanger will transform and attack; the tank should pick up the shapechanger and go toe-to-toe until all other enemies are down. Then combine forces and finish off the shapechanger.

If you want a little more loot, there's plenty in the side room. Exit via the warehouse door to the east, where you'll find Sandal surrounded by a pile of dead bodies. He won't tell you what happened here, but at least you get one last run at enchanting and your main vendor before heading into the final battle.


~ Second Floor ~
Legend
1 Hurlock Alpha
2 Genlock Alpha
3 Hurlock Alpha
4 Genlocks
5 Genlock Alphas & Genlocks
6 Genlocks
7 Genlock Master Assassin & Genlock Assassin Acolytes
8 Hurlock Emissary
9 Ogre
10 Ogre
1 Wooden Crate & Barrel
2 Sack
3 Chest (locked)
4 Chest (locked)
5 Chest (locked)
6 Chests
7 Wooden Crates
8 Wooden Crate
9 Wooden Crate
10 Chests
11 Chest (locked)
12 Chest (locked)
13 Chest (locked)
14 Chest
X Trap



You enter the second floor in the northwest corner. You can pick up some loot in the first two rooms, and when you're ready, take the west door and circle around the corridor until you come to the door that leads into the banquet hall. A genlock alpha and two hurlock alphas wait in ambush strategically around the room. Three companions should charge into the room and around the corner to the right to take on the hurlock alpha there. One companion (mage with AoE damage and root spells, or tank) should go after the other two. Once the first hurlock alpha drops, everyone converges on the most wounded alpha, and then moves to the last one.

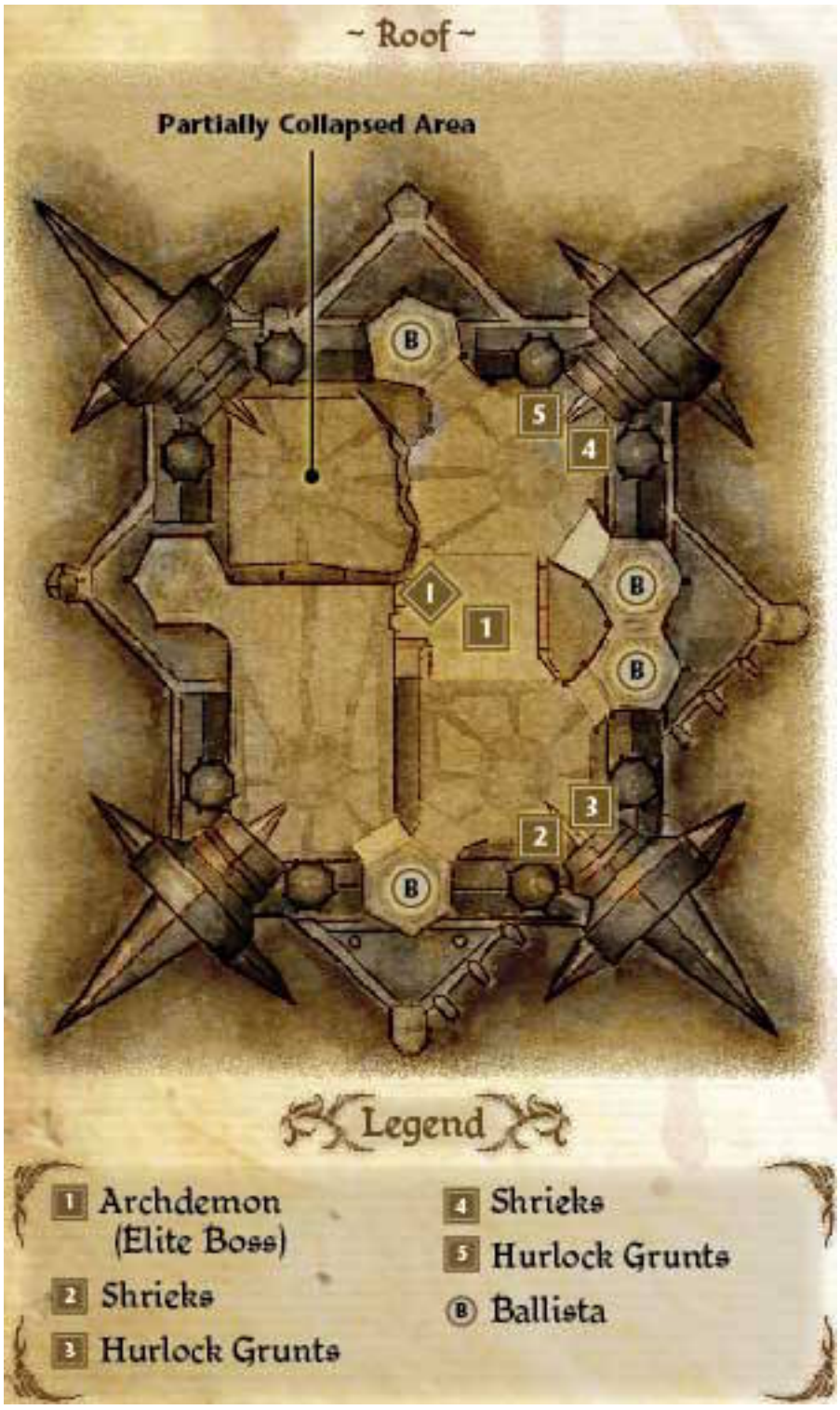


When you get to the door heading south at diamond G, prepare for a serious ambush. A genlock master assassin and his two acolytes appear out of thin air and attack. If you rush into the room, they appear behind you and immediately backstab. Plus, there's a line leghold trap straight ahead that may stick someone if it's not deactivated by a rogue. Send your rogue through the door toward the trap to deactivate it. The assassins appear in front of the main group, and the rogue can turn around and backstab them. If you can root the master assassin, don't wait. He can kill in seconds. Lock the master assassin up with your tank and heal the tank like crazy. Whatever you do, don't expose your back to any of the three or you could be in for pain.



To get to the roof, you need to pass through the final room on the second floor. A hurlock emissary appears to stand alone, except two ogres hide in the side passages. As soon as you engage the emissary, the ogres charge out to confront the party. When you enter the room, fire the best ranged attacks you have at the emissary. Root or stun him, and don't let him regain much time or he'll heal back up to full and bombard you with spells. It's better to take out the emissary, even if you take a little pounding from the ogres. You may want the tank to head off at least one of the ogres and keep the healer on the tank, while the other two companions remove the emissary. When you have the emissary down, train your offense on one ogre then the other.

Be sure to scavenge the side passages for loot. If you have a competent rogue, you'll be rewarded with even more health poultices and lyrium potions for your battle. The door in the south takes you up to the roof and the archdemon. Don't step through until you are 100 percent prepared.


~ Roof ~
Partially Collapsed Area
B
5
4
1
1
B
B
3
2
B
Legend
1 Archdemon (Elite Boss)
2 Shrieks
3 Hurlock Grunts
4 Shrieks
5 Hurlock Grunts
B Ballista



This is it: the final battle against the archdemon, and it's going to be glorious and long! You had better be stocked up on health poultices and lyrium potions (at least 20 or more of each; the higher the potency, the better). Because the archdemon's powers are all Spirit-based, don whatever Spirit resistance gear you have, and use whatever spirit shards and spirit balms you may have. Everyone should have a ranged weapon to damage the archdemon from afar. No one can stand toe-to-claw with the archdemon for long.

Archdemon Powers



At 100 percent health, the archdemon comes at you full force. It will use any and all of the following: massive attack (big AoE damage), sweep (AoE knockback), roar (mass stun), flame breath (AoE frontal damage), bite (massive DPS), and flight (breaks targeting and repositions archdemon for surprise attacks).

At 75 percent health the archdemon jumps away to its second stage and starts using a new power: Vortex. This power spawns a persistent vortex that inflicts damage over time and incurs major debuffs to attack and defense. Darkspawn are not affected while inside it.

At 50 percent health the archdemon jumps to its third stage: a partially collapsed section of the area that is inaccessible. The archdemon can still use ranged abilities while there and you can attack it using ranged attacks of your own (including ballistas). During this time many darkspawn pour into the area to challenge the party. The archdemon now starts using a new power: Smite. This is a long-range ability in which the archdemon sends blasts of energy from the skies.

At 25 percent health the archdemon jumps to its final stage. More darkspawn appear here to join the fight. The archdemon starts using its last power: Detonate Darkspawn. Essentially, it uses the darkspawn as cannon fodder. Once one of the darkspawn nears a party member or army members the archdemon may choose to detonate that darkspawn, inflicting damage to anyone nearby.



You begin in the middle of the battle, after the archdemon has wrecked some of Denerim's loyal soldiers. Before you can target the archdemon, it takes flight and repositions itself. Get used to that maneuver. The archdemon never stays in one spot too long, especially if you have it pinned down with damage. It will fly straight up in the air, disappear from view (canceling any targeting you may have on it), then reappear and drop down behind someone. Employ constant vigilance! If you fail to see the demon drop behind one of your companions, that companion may be dead before you can bring help.



At the start of the fight, spread out your party. You want to be close enough that the healer can still target everyone, and close enough that everyone can hit the archdemon with a ranged weapon, but not close enough that it can attack more than one companion at a time, even with its sweep or flame breath. If the archdemon starts hitting more than one companion at a time with damage, your healing won't be able to keep up.



When you're in range, watch out for the archdemon's attacks. From the rear with its tail or from the front with its taloned feet, the archdemon can sweep multiple opponents aside with a huge knockback attack. Otherwise, it can roast anyone in front of it with a wide AoE flame breath attack. Its massive attack will damage everyone in close proximity, and the archdemon's roar stuns all targets in a medium radius around it.



Learn to recognize each attack so you can defend against it. Moving out from in front of it, unless you can throw up a Force Field to block the damage, will save you a lot of damage over the course of the fight. Stay away from its frontal attacks, except if you're the tank charging in to dish out some damage, and even then, you want to strike from the side or rear if possible.



Archdemon Battle Tips

Across the area are massive ballistas used to defend the fortress. You can rotate them inside and use them to attack the archdemon. There is a chance on every shot fired that the ballistas will get jammed. Only a rogue can attempt to repair and reload them, and he may do so up to three times per ballista.

The archdemon's breath weapon inflicts Spirit damage (as all of his other special powers). Stock up on your Spirit resistance gear.

Against the archdemon's Vortex power, move out of the AoE radius and fire off a Group Heal if you have one to offset the constant drop in the party's health.

After the archdemon loses half of its life, it retreats to a partially collapsed section accessible only by ranged fire. Switch to your second weapon set and fire with the best damage items that you have. Archers should load up on special arrows to inflict more damage. Spellcasters should hit it with potent AoE (you won't have to worry about it affecting your team) and any spell that can deal damage over time.

Once the archdemon is near death, it will begin to detonate darkspawn, which causes darkspawn to explode and damage anyone nearby. One or two ranged companions should concentrate on picking off any darkspawn that approach, so that none get close enough to explode into the party.

The best time to attack the archdemon in melee is when it is in the middle of other time-consuming attacks, such as its breath weapon or grabbing an enemy with its mouth.



Fortunately, you are not alone in your fight to end the darkspawn threat forever. Allies that you've met in the past, such as First Enchanter Irving or Arl Eamon, will join you during the battle and lend their skills. You also have all the remaining armies to summon for one last call.

Early on, summon any armies with only a few allies left. You might as well use them up and chip away at the archdemon's health.

Tip: At the start of the final battle, summon whatever partial armies you have to hassle the archdemon. However, you should save one ranged force to hit the archdemon when it flees to the collapsed area (below 50 percent of its health) and one melee force to deal with the last darkspawn horde (when the archdemon drops below 25 percent health).



Your healer should Group Heal whenever the archdemon catches more than one companion in a damage burst. The healer will be busy with Group Heal once the archdemon drops below 75 percent health and starts using its Vortex power to suck the life out of everyone in the area. Keep on the move and out of the way of archdemon damage so you're always free to spot heal as the circumstances dictate.



Keep the damage going on the archdemon. It takes time, but you will see a steady decline in its health bar if you can nail it with continuous ranged attacks and get some army allies attacking it. Powerful damage spells such as Blizzard, Inferno, and Tempest work well. The archdemon will fly out of them if it can, but it also may be forced to fly back in on a return trip.



You can also rack up damage with the ballista. Send your weakest ranged companion to man a ballista (or even two companions if you don't have the natural firepower to compete with the

archdemon). Rotate the ballista to point at the archdemon and fire each time it reloads. If you run out of mana at any time, make a beeline for a ballista and keep the pressure on.



Once it drops below half of its life, it retreats to the collapsed area. You won't be able to reach it on foot. Forget melee, and have everyone switch to ranged weapons. Summon your best ranged army to aid with zapping the archdemon in its new hiding place.

Tip: The elves and mages lend the best support against the archdemon when it retreats to the partially collapsed section.



Darkspawn swarm the rooftop now. If your ranged troops have a steady stream of damage going against the archdemon, head off the darkspawn and prevent them from hindering your ranged army. If all you have left are melee troops, let them deal with the darkspawn and you continue to hit the archdemon with your ranged attacks. Don't forget the ballista shots too.



When the archdemon falls below 25 percent health, even more darkspawn assault you. Pull out all the stops here. Dance around so the darkspawn can't get close to you, and call in your

best remaining army to take on the darkspawn charge. Keep popping those potions and hitting the archdemon with everything you've got. Think defense first, don't get careless, and you should bring the elite boss down to within seconds of death.

Tip: Summon your best melee army to finish out the battle and deal with detonating darkspawn.



A Grey Warden must launch the final blow against the archdemon to kill it. If you or a fellow Grey Warden had a child with Morrigan, no Grey Warden will die with the final blow. If you refused Morrigan's ritual, you must choose to slay the archdemon yourself (in which case, you sacrifice yourself) or allow your fellow Grey Warden (Alistair or Loghain) to slay the archdemon and perish in the process.



With that one final act, the archdemon is forever destroyed. The Blight disperses, and though darkspawn still trouble the darker edges of civilization, peace and prosperity fill the lives of generations. The Grey Wardens are once again a brotherhood loved and respected throughout the land.

Warden's Keep

Note: The "Warden's Keep" quest is available only as downloadable content. "Warden's Keep" takes you to the new world map location Soldier's Peak, and you can complete it anytime after you leave Lothering. If you find your party inventory filling up frequently, complete "Warden's Keep" to gain the additional inventory space from the new party storage chest.

Soldier's Peak



Runthrough (Soldier's Peak)

Summary:

Venture into Soldier's Peak to find the ancient Grey Warden fortress.

A.

Levi guides you to Soldier's Peak.

B.

Prepare for an ambush by skeletons.

C.

Fight through the undead to reach the keep entrance.

Soldier's Peak Cheatsheet

Main Plot Quests

Soldier's Peak

Important NPCs

Levi Dryden

Key Items

None

Monsters

Arland Corpses

Arland Skeletons

Warden Master Skeleton

Warden Skeletons

Side Quests

Ancient History



Once you have downloaded "Warden's Keep," you will find Levi Dryden at party camp. Visit him there and accept the quest to Soldier's Peak. The new location will appear on your world map, and Levi will take you to the snowy hills outside the fortress.



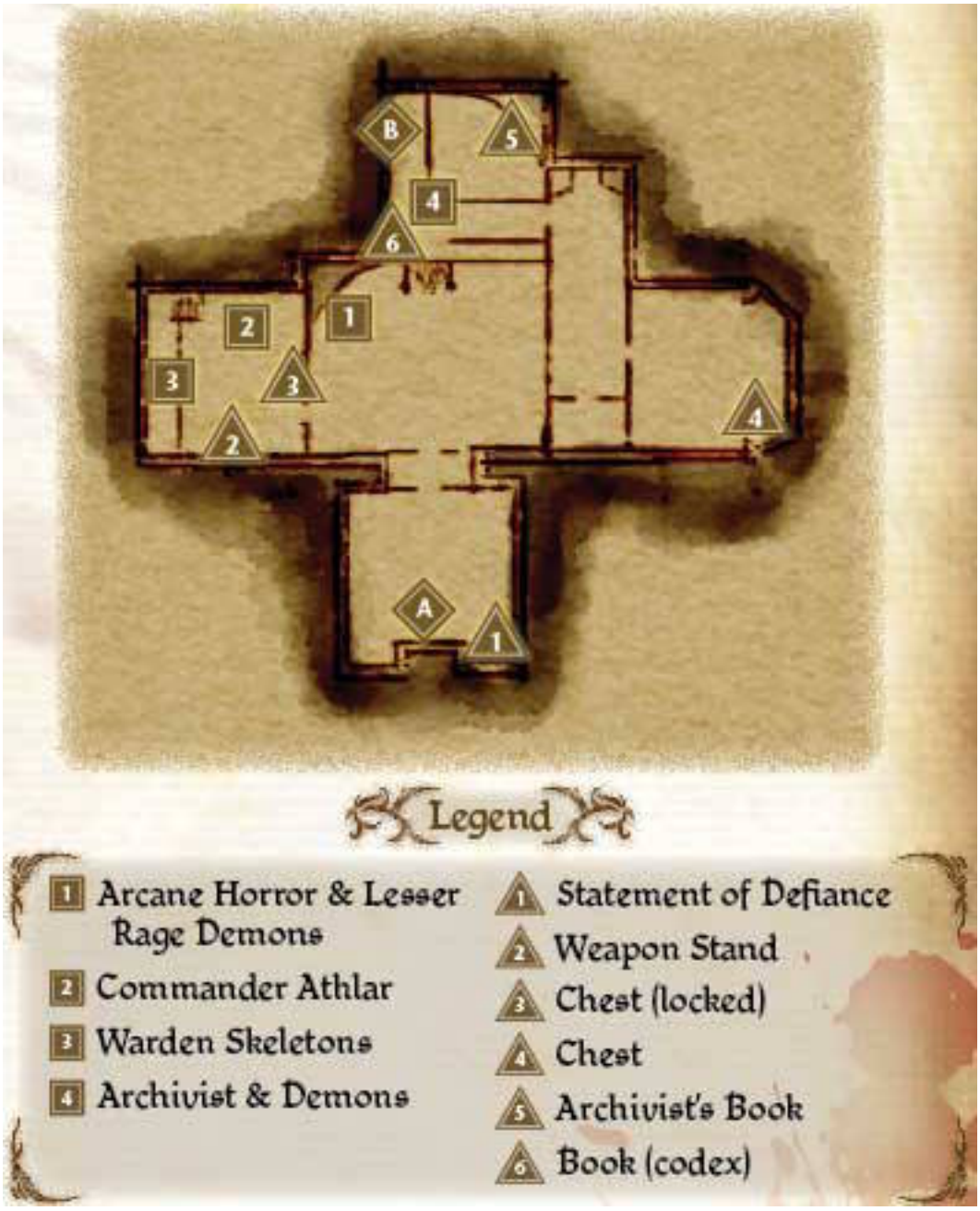
As you enter the main compound, ghosts appear at the gate and reenact the first part of the

tale of what befell the Grey Wardens at Soldier's Peak. If you travel a little farther toward the steps leading up to the keep entrance, an ambush springs. Arland undead rise from the ground to the northeast in the courtyard before the stairs, while a second set of Warden skeletons appears to the west near the codex statue. Tackle the Arland undead first, then swing around and battle the Warden skeletons. If you're quick, you can launch ranged attacks and whittle down the numbers before they overwhelm your party.



More dead Wardens hold the staircase leading up to the keep entrance. A Warden master scout and its skeleton followers attack with deadly accuracy as they pelt you with arrows. Return fire with ranged AoE spells, such as a Fireball or Tempest, and once the smoke clears, send your melee DPSers up to clean up the survivors. When you are healed back up, enter the keep through the main doors.

First Floor



Runthrough (First Floor)

Summary:

Find the Archivist's Book on the first floor.

A.

Enter the first floor and battle through the horrors within.

B.

Slay the Archivist and read his book.

First Floor Cheatsheet

Main Plot Quests

Soldier's Peak

Important NPCs

None

Key Items

Archivist's Book

Monsters

Arcane Horror

Archivist

Commander Athlar

Demons

Lesser Rage Demons

Warden Skeletons

Side Quests

Ancient History



On the first floor, the second room holds an arcane horror and lesser rage demons. Nail the arcane horror with stuns and root talents/spells and rip through the lesser rage demons. Once the lesser foes have fallen, concentrate the party's power on the arcane horror to bring it down. If you want a little more battle experience and extra loot, open the door to the west and fight Commander Athlar and a bunch of Warden skeletal archers.



Head to the east and then north to the back room. The Archivist and its demonic lackeys appear and attack. Take the same tactics as you did with the arcane horror in the prior room. Once you finish off all foes, read the Archivist's Book for more of the keep's tale.

Second Floor



Runthrough (Second Floor)

Summary:

Speak with Sophia on the second floor.

A.

Enter the second floor and fight the rage demon and its minions.

B.

Speak with Sophia.

C.

Exit through the magic barrier.

Second Floor Cheatsheet

Main Plot Quests

Soldier's Peak

Important NPCs

Sophia

Key Items

None

Monsters

Dead Wardens

Rage Demon

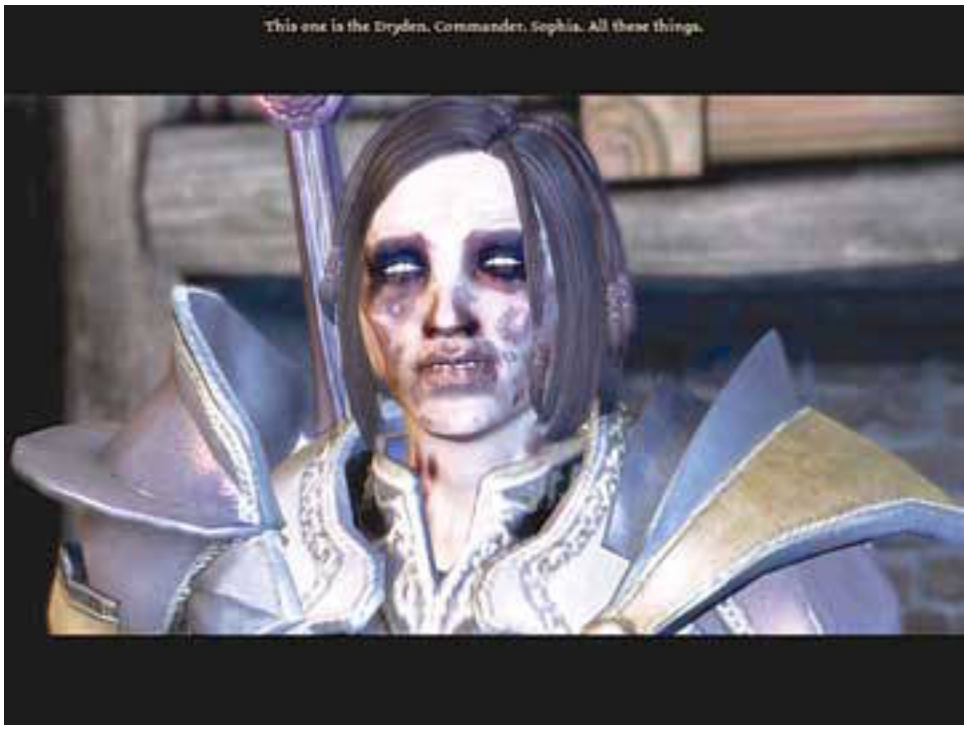
Shambling Skeletons

Side Quests

Ancient History



In the large open chamber near the second floor stairs several magic circles glow on the floor. As you approach, the rage demon and dead Wardens from out of the keep's past materialize. Though the rage demon can abuse your party, you must defeat the dead Wardens on the magic circles first. The Wardens power up the rage demon, and it's nearly impossible to deal enough damage to kill the rage demon while the dead Wardens continuously heal it. With the magic circles empty, you can focus your party's firepower and eliminate the rage demon with your tank taking the lion's share of the combat damage.

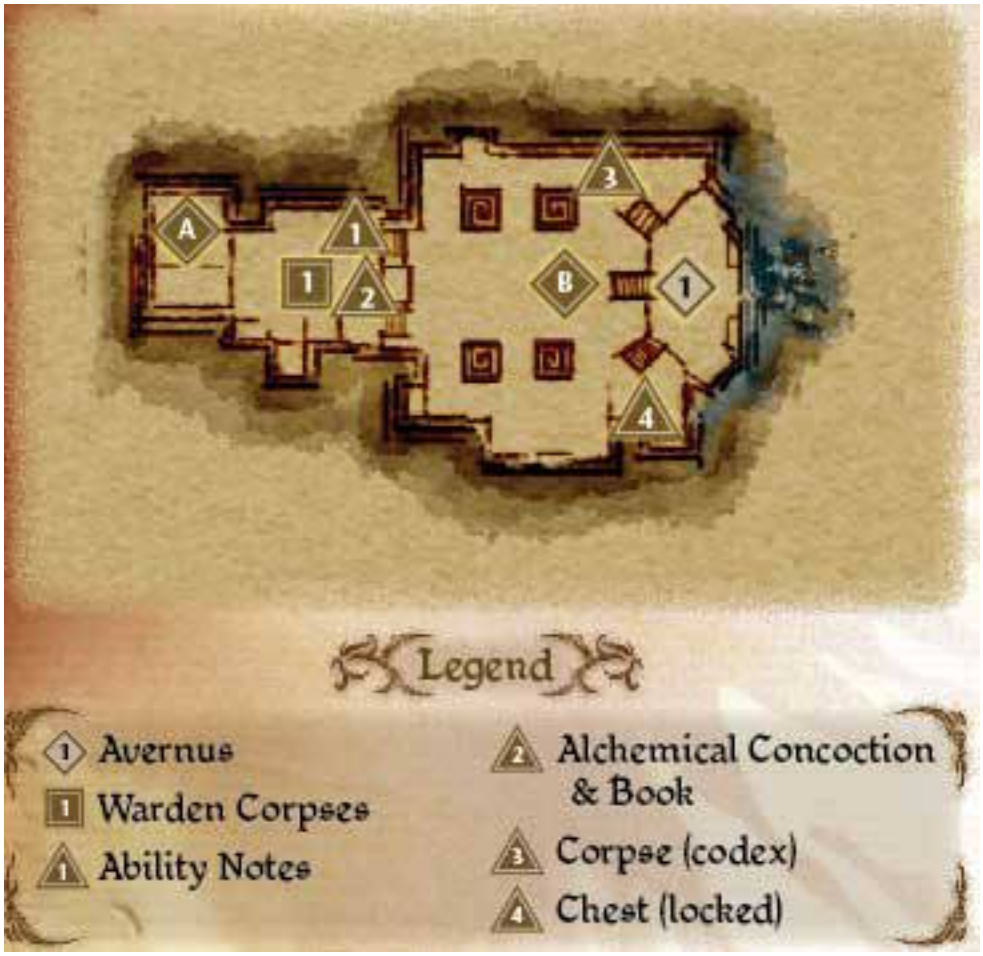


Unfortunately when you reach the northeast chamber, you find Levi's ancestor, Sophia, possessed by a demon. If you have a very high Persuade skill, you can convince Sophia to seal the tear in the Veil that is letting all these demons through to the keep. If you don't have a very high Persuade score, or you want to head to Avernus's Tower anyway (recommended if you want two new talents for your class), agree to help Sophia against Avernus in the tower. You can always change your mind later on. Leave via the exit door to the tower.



A magical barrier blocks exit from the second floor. A few shambling skeletons bar your way too. You must first speak with Sophia to remove the barrier and pass through to Avernus's Tower.

Avernus's Tower



Runthrough (Avernus's Tower)

Summary:

Speak with Sophia on the second floor.

A.

Enter the tower and examine Avernus's experiments.

B.

Speak with Avernus.

Avernus's Tower Cheatsheet

Main Plot Quests

Infernal Dealings

Important NPCs

Avernus

Key Items

Ability Notes

Alchemical Concoction

Monsters

Warden Corpses

Side Quests

Ancient History



Warden skeletons and traps guard the bridge leading to Avernus's Tower. Don't charge across the bridge. Hold your ground and take down the skeletons with ranged attacks. If you have a rogue, disarm the set of leghold traps that litter the bridge just in front of the second floor entrance.

Inside the tower, Warden corpses defend the second room. Defeat them and then study Avernus's ability notes (northeast corner near the door) and book (on the table). Avernus has conducted some horrific experiments, but his perserverance has paid off with new advances for all three classes. If your conscience can handle it, drink the Alchemical Concoction to gain two new talents/spells. (See the Avernus's New Abilities sidebar for more info.)

Avernus's New Abilities

Avernus has discovered two new talents/spells for each class. If you drink the Alchemical Concoction on the table before Avernus's chamber, you gain two of the following Power of Blood talents based on your appropriate class:

Warrior

Blood Thirst:

The warrior's own tainted blood spills in sacrifice, increasing movement speed, attack speed, and critical hit chance. For as long as the mode is active, however, the warrior suffers greater damage and continuously diminishing health.

Blood Fury:

The warrior sprays tainted blood to knock back nearby enemies, which they may resist by passing a physical resistance check. The gush of blood, however, results in a loss of personal health.

Mage

Dark Sustenance:

A self-inflicted wound lets the mage draw from the power of tainted blood, rapidly regenerating a significant amount of mana but taking a small hit to health.

Bloody Grasp:

The mage's own tainted blood becomes a weapon, sapping the caster's health slightly but inflicting Spirit damage on the target. Darkspawn targets suffer additional damage for a short period.

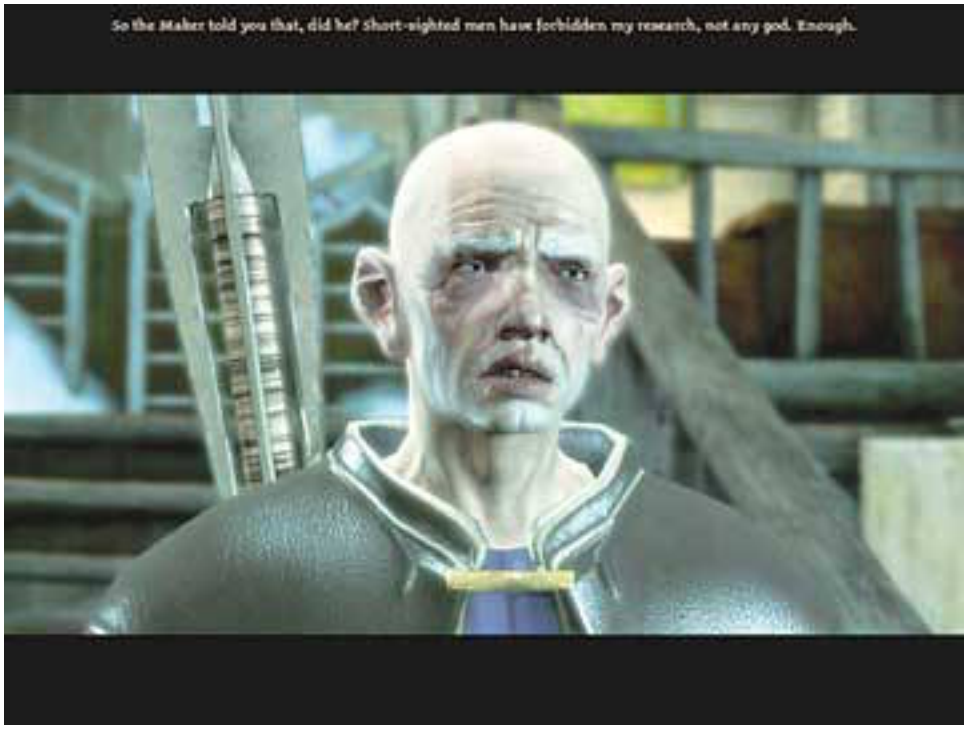
Rogue

Dark Passage:

Tapping the power of tainted blood makes the rogue more nimble, able to move more quickly while using Stealth, and more likely to dodge a physical attack.

The Tainted Blade:

The rogue's blood gushes forth, coating the edges of weapons with a deadly taint. The character gains a bonus to damage determined by the cunning attribute, but suffers continuously depleting health in return.



Enter Avernus's chamber and hear his side of the story. You have a choice to make: side with Sophia or Avernus. Both are corrupt, but which one do you want to champion?

Avernus vs. Sophia



After speaking with Avernus, return to Sophia. If you side with Sophia, slay Avernus with Sophia's help. If you side with Avernus, slay Sophia with Avernus's assistance. It doesn't matter who you side with to complete the quest. As with most boss fights, have your tank grab Avernus's or Sophia's attention and try to disrupt your foe from getting off any big attacks. Rotate through your party stuns to keep your foe off-balance. Watch AoEs in the chamber's tight quarters, but unleash as much DPS as you can in a short amount of time to avoid major counterattacks.

Tip: You can get a special piece of Grey Warden armor if you kill Sophia Dryden and loot her body. However, if you choose to let Sophia leave you will not get her armor.

New "Warden's Keep" Items

Want some new gear to deck out your character? There are 10 new pieces in the "Warden's Keep" quest line, each of which can be found from random loot drops or some story/sidequest events:

Antique Warden Crossbow (Warden Master Scout's body in Soldier's Peak)

Asturian's Might (reward for "Ancient History" side quest)

Robes of Avernus (Avernus in the Avernus's Tower area)

Shadow Belt (reward for "Ancient History" side quest)

Starfang (greatsword; Mikhael in the Grey Warden base, part of the "Super Metal" random encounter)

Starfang (longsword; Mikhael in the Grey Warden base, part of the "Super Metal" random encounter)

Warden Commander Armor (Sophia in Soldier's Peak)

Warden Commander Boots (Sophia in Soldier's Peak)

Warden Commander Gloves (Sophia in Soldier's Peak)

Winter's Breath (rage demon in abomination form on the second floor of the keep in Soldier's Peak)

Closing the Veil



After the final battle, your ally will attempt to seal the Veil in the chamber with the magic circles. Battle through a series of increasingly more difficult enemies that appear out of these circles: lesser rage demons, greater shades, ash wraiths, and a powerful desire demon. Speak with your ally and Levi one last time and the keep is in Grey Warden hands once again.

Warden's Keep



With the end of the quest, Levi and his family establish a new Warden's Keep which you can visit throughout the rest of the game. Levi and his brother, Mikhael, become new vendors for you: Levi sells accessories and crafting supplies; Mikhael is a blacksmith and sells weapons and armor. If you have the meteorite material from the "Super Metal" random encounter (see the Random Encountes chapter), Mikhael will fasten the metal into a fine blade. Perhaps the greatest resource at the keep is the super-useful party storage chest. Load up whatever you don't want to lug around into the chest and return when you need the extra supplies. Its capacity is huge, so you won't be stuck destroying items again.

The Stone Prisoner

Note: "The Stone Prisoner" quest is available only as downloadable content. "The Stone Prisoner" starts at the new world map location Sulcher's Pass, and you can complete it any time after you leave Lothering. However, it's highly recommended that you complete the quest and unlock the golem Shale as your companion before heading to Orzammar and attempting the "Paragon of Her Kind" quest line.

Village of Honnleath



Runthrough (Village of Honnleath)

Summary:

Clear the darkspawn out of the village to reach Shale.

A.

Enter the village outskirts and prepare to meet the darkspawn.

B.

Battle the first wave of genlocks and hurlocks.

C.

Battle the second wave of genlocks and hurlocks.

D.

Discover Wilhelm's Cellar.

Village of Honnleath Cheatsheet

Main Plot Quests

The Golem in Honnleath

Important NPCs

Shale

Key Items

Bloodied Bronze Key

Monsters

Genlocks

Hurlock Alpha

Hurlocks

Side Quests

None



Once you have downloaded "The Stone Prisoner," you will find Felix at Sulcher's Pass on the western side of your world map. Visit him there and accept the quest to the Village of Honnleath after he gives you the special golem control rod. A new location appears on your world map, and you can enter the village. Be careful, for darkspawn lurk at almost every turn.



The first darkspawn wave meets you at the village gate and the first clearing inside the village. Pull the genlocks at the gate toward you with a ranged attack and dispatch them easily with AoE damage and melee attacks once they close. In the clearing near the well, engage the first group and watch for a second darkspawn group to assault you from the hill to the north. Don't take too long with the first group; the second group will stay clear and strike you with arrows. The damage will pile up the longer the encounter goes on.

New "Stone Prisoner" Items

Want some new gear to deck out your character? There are eight new pieces in "The Stone Prisoner" quest line, each of which can be found on a creature or at specific location:

Blood Gorged Amulet (Hurlock emissary in Cadash Thaig)

Cadash Stompers (Cadash Thaig ogre)

Cord of Shattered Dreams (Kitty)

Dead Thaig Shanker (Cadash Thaig chest)

Harvest Festival Ring (Dust wraith leader in Wilhelm's Cellar)

Helm of Honnleath (Kitty)

Oalf's Prized Cheese Knife (Locked chest in village)

Wilhelm's Magus Staff (Kitty, if you ask for a reward in return for freeing her)

New items appear at vendors as well. The following items can now be purchased as gifts for Shale.

Remarkable Amethyst (Alimar's Emporium, Orzammar's Dust Town)

Remarkable Diamond (Garin's Gem Store, Orzammar Commons, console version only)

Remarkable Emerald (Figor's Store, Orzammar Commons)

Remarkable Garnet (Wonders of Thedas Store, Denerim Market District)

Remarkable Greenstone (Cellars, Village of Honnleath)

Remarkable Malachite (Shaperate Store, Circle Tower)

Remarkable Ruby (Alarith's Store, Denerim's Elven Alienage)

Remarkable Sapphire (Legnar's Store, Orzammar Commons)

Remarkable Topaz (Faryn's Store, Frostback Mountains)



Genlocks and hurlocks led by a hurlock alpha comprise the second darkspawn wave in the town square around the immobilized golem, Shale. The group on the eastern side will likely engage first. Watch for the second group to loop around and flank your party. The tank should line up with the hurlock alpha, while a mage with AoE damage or multiple melee DPSers handle the rest of the throng. The tank can join the rest once the hurlock alpha falls.



Interact with Shale after the battle. The golem's still stuck in a frozen stance, even after you try your control rod. You need a new activation phrase, so you'll have to find the rest of the villagers who are holed up in Wilhelm's Cellar under the village. Grab the bloodied bronze key from the dead villager corpse by Shale and use it to loot Olaf's chest, located back near the village gate, and then head through the cellar door.

Wilhelm's Cellar



Runthrough (Wilhelm's Cellar)

Summary:

Navigate through Wilhelm's Cellar to uncover Shale's activation phrase.

A.

Enter the mage laboratory.

B.

Free Matthias and the villagers from the darkspawn.

C.

Use the door behind the force field to reach the second half of the dungeon.

D.

Speak with Amalia and Kitty.

Wilhelm's Cellar Cheatsheet

Main Plot Quests

The Golem in Honnleath

Important NPCs

Amalia

Kitty

Matthias

Key Items

None

Monsters

Dust Wraith

Genlock Emissary

Genlocks

Hurlocks

Lesser Shades

Side Quests

None



Enter Wilhelm's Cellar and cut through the darkspawn in the research library. Two enemy groups of genlocks and hurlocks will try to swarm you. Hit them with ranged attacks and finish off the stragglers when they near melee range. If you get thirsty, you can stop for Wilhelm's Special Brew (a gift Oghren will particularly enjoy) before the next encounter.

Tip: Pick up any strange crystals you see. These are the special golem crystals that give Shale different offensive and defensive abilities.

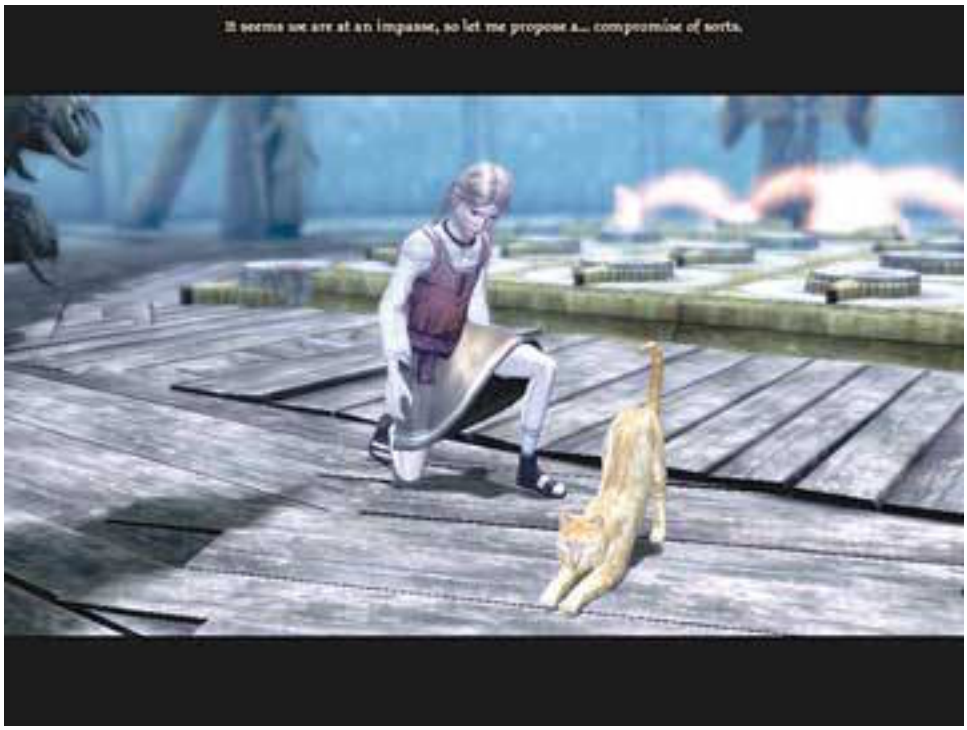


In the next room a whole lot of darkspawn, led by a genlock emissary, threaten the remaining villagers. Matthias has the villagers safely behind a force field, but you must destroy all the darkspawn to talk to Matthias. A big AoE attack from the doorway can reduce the numbers, while more ranged fire concentrates on the emissary to drop it before a counterattack. After your AoE flurry, race in and sweep through the half-dead darkspawn that remain.



Interact with the protective field to begin a conversation with Matthias. He asks that you help find his daughter Amalia who is lost deeper in the mage laboratory. In return, Matthias will give you the golem activation phrase for Shale. In the next room, a dust wraith and lesser shades materialize and attack. The tank should grab the dust wraith while the party cuts down the lesser shades. Once the dust wraith dies, it's clear till the final encounter.

Caution: The lesser shade encounters, marked square 5 and square 6 on the map, trigger on the return trip to Matthias. You only face them after you speak with Amalia and Kitty.



In the final cellar chamber, you meet up with Amalia and her cat Kitty. Turns out that Kitty is a demon who has Amalia completely enthralled. If you want to take the shortest path to completing the quest, then refuse to help the demon. Kitty will possess Amalia (no matter what you try) and you must defeat the demoness. She summons lesser rage demons to distract you. Ignore them as best as possible and fix all damage on Kitty. She will fall eventually, and then the lesser rage demons next. Return to Matthias and tell him that his beloved Amalia didn't make it. Matthias will thank you for trying and give you the golem activation phrase.



Siding with the Demon

You don't have to fight Kitty immediately. You can also side with her or try to trick her. If you agree to help the demoness, you have two main choices: complete the chamber puzzle to free Kitty or return to Matthias and tell him what happened.

If you attempt the puzzle, you must connect the flaming torch on the initial corner with the one on the opposite corner (see screenshot). Slide the tiles so that the arrows flow the fire in the proper direction. Tile arrows pointing into each other will extinguish the blaze. Keep working the arrows and slowly move in the direction of the opposite corner.

With the puzzle beaten, the field holding Kitty in the room drops. The demoness will possess Amalia (though you can demand a reward to let her do so), and the new "Amalia" returns to her father's side. Matthias is fooled and gives you the golem activation phrase.

In the puzzle room, it's also possible to lie to Kitty about completing the puzzle. Refuse to let Kitty possess Amalia and the girl actually runs away and escapes. You then have to fight Kitty.

If you agreed to help the demoness, but leave the room and tell Matthias about the events, he rushes to save his daughter and gets possessed himself. At that point, you can either let the demoness go or not. If you do, Matthias and Amalia leave after giving you the activation phrase for Shale. If you refuse to let the demoness go, Amalia runs away and you're forced to battle the Kitty-possessed Matthias.

Head back up to the surface and speak with Shale. The new activation phrase works, and Shale joins your party after a little bit of convincing. The golem can either take the role of main tank or melee DPSer; Shale's new golem talents work incredibly well in either role. You can continue with your main quests, or, if you've already met the dwarven paragon Caridin in the

Deep Roads beneath Orzammar, speak with Shale back at party camp and venture forth on the golem's personal quest into Cadash Thaig.

Note: See the "Shale" section in the Companions chapter for complete details on how to integrate Shale into your party.

Note: Completing the Village of Honnleath and Wilhelm's Cellar maps frees Shale as a golem companion for your party. Cadash Thaig is a hidden location in Orzammar's Deep Roads. It unlocks after you meet Caridin in the "Paragon of Her Kind" quest line. Undertaking Shale's personal quest to Cadash Thaig will greatly improve your standing with the golem.

Cadash Thaig



Runthrough (Cadash Thaig)

Summary:

Help Shale find meaning and a secret past in the darkspawn-infested ruins of an ancient Thaig.

A.

Enter Cadash Thaig.

B.

Prepare for a series of darkspawn ambushes.

C.

Defeat the ogre alpha and access the monolith with Shale's history.

Cadash Thaig Cheatsheet

Main Plot Quests

A Golem's Memories

Important NPCs

None

Key Items

None

Monsters

Bronto

Deepstalkers

Genlock Alpha

Genlock Rogues

Genlocks

Hurlock Emissary

Hurlocks

Ogre Alpha

Shrieks

Side Quests

None



You can unlock Shale's personal quest only after completing "Paragon of Her Kind." If you side with Caridin, or side with Branka and Persuade Shale to stay after the battle, then Shale tells you about Cadash Thaig either at the Anvil of the Void (if Shale is in your party) or back at party camp.

Caution: If you journey to the Altar of the Void with Shale in your party, and you side with Branka, Shale will turn against you and fight you to the death.

After Shale tells you about Cadash Thaig in party camp, seek out the Deep Roads in Orzammar. Shale will comment on Cadash Thaig and add it to your Deep Roads map when

you enter Caridin's Cross (following Branka's defeat). Once you enter the Thaig, however, genlocks, hurlocks, and shrieks will harass you near the entrance.



Watch out for traps before the first bridge and near the ancient structures where the deepstalkers spawn. Once the deepstalkers thin out, a series of darkspawn ambushes will try to end your adventuring career. First, past the rubble pile, genlock rogues appear around you and look for backstab attacks. A group of genlocks and hurlocks will join in from the buildings to the north. After them, more hurlocks stream out in front of a hurlock alpha who takes aim on the party from afar. The alpha will stay in its protected alcove and deal critical hit after critical hit. When you close on him, genlock rogues appear to defend him. You may also get genlocks from the bridge to the north. Finally, after all those enemies lie still, you can proceed to the final encounter.



An ogre alpha guards some treasure and a monolith that holds some answers about Shale's past. Send the tank at the ogre and prepare for a swarm of shrieks to appear when you engage. Battle off the shrieks; the healer should concentrate heals on the tank and watch for health drops in the rest of the party while they fight the shrieks. Unload whatever big damage attacks you have; this is the last fight. When the ogre and shrieks are down, let the golem uncover its ancient origins and then partake of the treasure from the broken chest. Continue speaking with Shale after Cadash Thaig and your approval should keep rising with the formidable golem.

Side Quests

Blackstone Irregulars



A Change in Leadership

Type: Combat

Start: Blackstone Irregulars

Destination: Random encounter at Taoran's Camp

Task: Kill Raelnor or Taoran

Quest Tips: This quest is only active once all the other Blackstone Irregulars quests have been completed. Kill Raelnor in Denerim Market District or agree to kill Taoran; talk to or kill Taoran in the Taoran's Camp random encounter.



Dereliction of Duty

Type: Combat

Start: Blackstone Irregulars in Gnawed Noble Tavern

Destination: Three different locations in Denerim, Lake Calenhad Docks, and Frostback Mountains

Task: Confront three deserters and demand justice for the Irregulars

Quest Tips: Track down the following deserters, speak to them, and slay them and their bodyguards:

Layson the Deserter (Denerim's Run-down Back Street in a Dirty Hovel)

Sammael the Deserter (Lake Calenhad Docks)

Tornas the Deserter (Frostback Mountains)



Grease the Wheels

Type: Messenger

Start: Blackstone Irregulars in Redcliffe Village

Destination: Five different locations in Denerim

Task: Deliver notices of appreciation to five hooded couriers

Quest Tips: Track down the five hooded couriers in Denerim located in the Market District, Dark Alley, Alienage, Pearl, and Run-down Back Street.



Notices of Death

Type: Messenger

Start: Blackstone Irregulars in Gnawed Noble Tavern

Destination: Deliver four notes to four different locations

Task: Hand out four death notifications

Quest Tips: Deliver four death notifications to the following people:

Irenia (Redcliffe Chantry)

Larana (Spoiled Princess in Lake Calenhad Docks)

Sara (Denerim Market District)

Tania (Dirty Back Alley in Denerim)



Restocking the Guild

Type: Crafting

Start: Blackstone Irregulars in Gnawed Noble Tavern

Destination: Various

Task: Collect 20 health poultices for the Irregulars

Quest Tips: Collect 20 health poultices from whatever sources you can find, whether dropped from creatures or crafted yourself. They will accept lesser health poultices, so gain as many of those as possible before trading in others of higher value.



Scraping the Barrel

Type: Messenger

Start: Blackstone Irregulars

Destination: Three different locations across the world

Task: Deliver three notices

Quest Tips: Deliver the three notices to the following people:

Patter Gritch (Lothering Chantry)

Varel Baern (Elven Alienage)

Dernal Garrison (Redcliffe, generic cottage)

Brecilian Forest

Note: See the "Nature of the Beast" walkthrough for the various Brecilian maps that show you all the side quest locations.



Cammen's Lament

Type: Messenger

Start: Cammen in Dalish Camp

Destination: Gheyna in Dalish Camp

Task: Reconcile Cammen and Gheyna (or not)

Quest Tips: A young elven hunter named Cammen is trying to win the heart of his love, Gheyna. You can choose to get Cammen and Gheyna together, or keep them apart. If you want to match the two elves, return to Cammen with a wolf hide (obtained from a blight wolf in the Brecilian Forest) or use your Persuade skill on Gheyna to convince her to be with Cammen no matter what. Cammen will reward you with an elven book (which can be traded with the Mad Hermit or sold). If you don't care about them getting together, you can seduce either Cammen (if PC is female) or Gheyna (if the PC is male) and then tell Cammen about it, or you can anger Cammen so much that he will no longer have anything to do with you.



Elora's Halla

Type: Messenger

Start: Elora in Dalish Camp

Destination: Halla next to Elora

Task: Determine the nature of the halla's illness (or not)

Quest Tips: Elora tends her animals on the north side of camp. You can offer to help her with her sick halla and choose one of the following actions:

Use your Survival skill to try to calm the halla

Use your Persuade skill to only pretend to examine the halla

After examining or pretending to examine the halla, you can lie to Elora. If your Persuade is high enough, she will kill the halla and reward the PC with a set of antlers (which the PC can turn over to Varathorn the armorer to make into an item for him). If Elora catches you in a lie, she will get angry and no longer speak with you. If you successfully use your Survival skill, Elora will find the source of the halla's distress and you will earn her goodwill (and some experience points).



Elven Ritual

Type: Messenger

Start: Sarcophagus table in Brecilian Ruins

Destination: Elven altar in Brecilian Ruins

Task: Peform a multiple-step ritual to reveal a secret cache

Quest Tips: In the Brecilian Ruins, you discover an elven altar that looks like it was home to an ancient ritual. To succeed at the ritual, you must recover the tablet that explains what actions to take. The tablet can be found in a sarcophagus in one of the side rooms near where you encounter a ghostly boy near the start of this level. Follow the steps written in the tablet codex. If you perform the ritual steps in the wrong order, shades will appear and attack the party. The steps for the ritual are:

Examine the fountain to start its dialog

Fill the earthen jug with water

Leave the pool alone

Examine the altar to start its dialogue

Place the filled earthen jug on top of the altar

Kneel before the altar and pray

Examine the earthen jug on the altar

Take a single sip from the water in the jug

Take the earthen jug

Leave the altar alone

Examine the fountain to start its dialog

Dump the water in the jug back into the pool

If you perform the ritual steps in the right order, the large doors in this room will open, revealing an elven burial chamber. Inside, a shade guarding a sarcophagus awaits. The rewards for this and the "Mage's Treasure" side quest are all pieces of the Juggernaut armor, one of the better armor sets in the game.



Lost to the Curse

Type: Exploration

Start: Athras in Dalish Camp

Destination: Danyla in the East Brecilian Forest

Task: Slay some werewolves and speak with Danyla

Quest Tips: A hunter named Athras in the Dalish Camp is searching for any clues as to the whereabouts of his wife, Danyla. (You can stumble upon Danyla without speaking with Athras first.) After Athras tells you about his missing wife, locate Danyla in the East Brecilian Forest. Defeat the werewolves with her, and then talk to Danyla. She wants you to kill her and will

attack you if you refuse. She gives the player a scarf to bring to Athras. Return to Athras and inform him of Danyla's passing. He will reward you with an amulet for this information, unless you toy with his emotions and joke around about Danyla's death, in which case you get no reward at all.



Mage's Treasure

Type: Combat

Start: North grove in the East Brecilian Forest

Destination: Several locations around the Brecilian Forest

Task: Defeat revenants and skeletons to claim special items

Quest Tips: This quest is activated at the clearing in the East Brecilian Forest where the player will come across two ogres. Among the ruined buildings is a tombstone. If you disturb the tomb, a revenant and several skeletons spawn. The revenant guards a piece of the Juggernaut armor. You can find other pieces of the armor at:

A tombstone in West Brecilian Forest (near where you first fought with some darkspawn and an ogre).

A tombstone in the East Brecilian Forest, past the misty barrier, among some ruins.

A sarcophagus in the Brecilian Ruins. You must solve the "Elven Ritual" quest to get access to this room and then fight a shade to get access to the sarcophagus.

The rewards for this and the "Elven Ritual" side quest are all pieces of the Juggernaut armor, one of the better armor sets in the game.



Panowen

Type: Combat

Start: Panowen in West Brecilian Forest

Destination: Panowen

Task: Defeat Panowen or avoid conflict

Quest Tips: In the forest, after resolving the main "Nature of the Beast" quest, you run into a group of elven hunters led by Panowen. If you anger Panowen, she will attack your party, but if you offer Panowen a reasonable explanation for your actions, she will reward you with a magic ring.



Rare Ironbark

Type: Exploration

Start: Varathorn in Dalish Camp

Destination: West Brecilian Forest

Task: Retrieve ironbark for Varathorn

Quest Tips: Varathorn, the Dalish armorsmith, seeks a rare commodity, ironbark. There is an ironbark tree in the West Brecilian Forest (on a fallen tree near a stream in the eastern half of the map). Return to Varathorn with the ironbark. He will make either a Dalish longbow or a breastplate. If you are greedy, you can demand both, but if the clan's attitude toward you is not high enough, you will get nothing. (The clan's attitude is improved by successfully doing quests or listening to stories from the various elves in the camp).



Shade Campsite

Type: Combat

Start: Campsite in West Brecilian Forest

Destination: Campsite

Task: Defeat the shade with a single party member

Quest Tips: You spot a tranquil campsite that looks peaceful enough. If you investigate the camp, your entire party will be overcome by the powers of a shade. Only the party member with the highest willpower can resist the shade's influence and must fight it alone.



Wounded in the Forest

Type: Exploration

Start: Deygan in Dalish Camp

Destination: West Brecilian Forest

Task: Heal Deygan in the forest

Quest Tips: In the West Brecilian Forest you come across a wounded Dalish elf named Deygan. You can take several actions:

You (if able) can cast a healing spell on Deygan, in which case he will run back to camp.

You can loot Deygan's equipment. He has some good stuff, but it will hurt your approval with the camp.

You can bring the unconscious Deygan back to Mithra at the camp where he will be saved. The next time you are in camp, you can speak with Deygan and collect a reward (a gem you can sell or trade with the Mad Hermit). If you looted his equipment first, you have the option of returning an heirloom to Deygan to avoid losing favor with the clan.

You can leave Deygan where he is or kill him.



Unbound

Type: Combat

Start: Find an adventurer's corpse associated with the quest

Destination: Four various locations

Task: Find three adventurers and then confront Gaxkang in Denerim

Quest Tips: Find the adventurer's corpse in the Ruined Temple on the "Urn of Sacred Ashes" quest (southwest corridor). Find the adventurer's corpse in the Brecilian Ruins' Lower Ruins (south fire trap room). In Orzammar, head to Tapster's Tavern and speak to the adventurer within. Travel back to Denerim and head to the Dirty Back Alley. Open the house door on your left and kill Gaxkang for your reward, one of the best one-hand sword/shield combos in the game.

Chanter's Board



Back Alley Justice

Type: Combat

Start: Chanter's Board in Denerim Market District

Destination: Dark Alley

Task: Defeat the gang of thugs in three Denerim areas: Dark Alley, Dirty Back Alley, and Run-Down Back Street

Quest Tips: When you arrive at each alley, a large band of thugs will block your way in the main part of the street. It would be a challenge if this was all of them, but there are smaller thug groups down the side alleys and up the stairs. The safest position is to retreat to the entrance location and battle there. Mages should heave long-range bombs on the larger groups, and your tank may want to employ Shield Cover to defend against the constant arrow volleys. If you get overwhelmed near the entrance, move to an alley, defeat the smaller thug group holed up there and form a new line of defense until all the thugs lie lifeless. Once all three areas are cleaned up, you can return to the Chanter's Board for your reward.



Brothers and Sons

Type: Combat

Start: Chanter's Board in Redcliffe Village

Destination: Battlefield location marked on world map

Task: Slay all the wolves and loot the soldier's diary from the bloody corpse

Quest Tips: Pick up the soldier's diary from the nearest corpse on the "deserted" battlefield and watch for a wolf ambush after you pass the first barricade. Stay near the entrance and defeat the first wolf pack. Proceed toward the exit only after the first wave is dead so you don't pull all groups to you at once. Go slowly; there are many, many wolves.



Caravan Down

Type: Combat

Start: Chanter's Board in Redcliffe Village

Destination: Caravan location marked on world map

Task: Kill all the darkspawn at the caravan

Quest Tips: You can set up a nice ambush point from the entrance hill that overlooks the destroyed caravan. Without attracting attention, slide along to the right and launch a long-range attack at the nearest genlock emissary (Fireball works wonders). Aim your archers or other ranged attacks on the second genlock emissary, who will cross the field to get into spell range. After the two emissaries are down, finish off the genlock alpha. Report back to the Chanter's Board that the caravan was wiped out and claim your reward.



Desperate Haven

Type: Combat

Start: Chanter's Board in Denerim and Redcliffe Village

Destination: Refugees location marked on world map

Task: Kill all the darkspawn around the refugees

Quest Tips: You can launch some long-ranged attacks before the fighting gets hot and heavy. Stay close to the remaining refugees and protect them if you can (they will help you for the rest of the battle if you keep them alive). Watch for the hurlock emissary in the rear. The emissary can seriously hurt you with AoE spells so the quicker you get to him, the better. Stun or root him and close with your tank to prevent the big AoEs from damaging you too much.



Fazzil's Request

Type: Collection

Start: Chanter's Board in Denerim

Destination: Apartments in Denerim's Elven Alienage

Task: Retrieve Fazzil's sextant

Quest Tips: The Landsmeet must have begun and you must complete the "Rescue the Queen" quest to enter the Elven Alienage and retrieve Fazzil's sextant. Enter the apartments in the Elven Alienage and pick up the sextant from a chest in the apartment building.

See the Alienage maps in the "Landsmeet" walkthrough for the location of Fazzil's sextant.



Jowan's Intentions

Type: Combat

Start: Chanter's Board

Destination: Random encounter

Task: After battling darkspawn, kill or release Jowan

Quest Tips: This quest is available only after the "Arl of Redcliffe" and "Urn of Sacred Ashes" quest lines are complete, and if Jowan is still alive. After you dispatch the darkspawn surrounding Jowan, you must make one last decision on Jowan: Does he deserve to live or pay for his crimes?



Loghain's Push

Type: Combat

Start: Chanter's Board in Denerim Market District

Destination: Civil War location marked on world map

Task: Defeat all of Loghain's men at the location

Quest Tips: Side with the soldiers fighting Loghain's men and lend some aid. Concentrate your party efforts on one of Loghain's men at a time. Slowly, your allies will gain numbers and the battle will go in your favor.



Missing in Action

Type: Exploration

Start: Chanter's Board after Landsmeet begins

Destination: Arl Howe's Estate in Denerim

Task: Rescue Rexel from the estate dungeon

Quest Tips: You cannot begin open this quest until after the Landsmeet begins. A missing veteran, Rexel, has been locked up in the dungeon of Arl Howe's Denerim estate. During the "Rescue the Queen" quest, you can free Rexel with the key to his cell door, found on the jailor in the same room. Kill the jailor, unlock the cell, and tell Rexel that he's free to go.

See the estate maps in the "Landsmeet" walkthrough for Rexel's cell location.



Skin Deep

Type: Collection

Start: Chanter's Board

Destination: Redcliffe Village and Redcliffe Castle

Task: Collect nine corpse galls to complete the quest

Quest Tips: Slay walking corpses and collect corpse gall drops as you defeat the undead. It doesn't matter where you get them from, though if you have this quest before you venture into Redcliffe for the first time, it won't be hard to accumulate the gruesome gall. When you have nine corpse gall drops, you can turn them in to complete the quest. If you collect 18 galls, you gain bonus gold.



Unintended Consequences

Type: Combat

Start: Chanter's Board

Destination: Random encounter along a roadside stop

Task: Slay Trickster Whim

Quest Tips: This quest opens up only after you complete the "Summoning Sciences Lesson 2" quest from the Circle Tower. When the random encounter occurs, defeat Trickster Whim and report back to the closest Chanter's Board.

The Circle of Magi

Note: See the "Broken Circle" walkthrough for detailed maps with the locations of all your side quest points of interest.



Circles Within Circles

Type: Exploration

Start: Senior Mage Quarters, Irving's Room

Destination: Irving's Bookshelf

Task: Find codex on Irving's bookshelf

Quest Tips: This is about as straightforward as it gets: Find the hidden codex on Irving's bookshelf.



Desire and Need

Type: Combat

Start: Great Hall

Destination: Bewitched Templar's Room

Task: Find the Notice of Censure on Bewitched Templar

Quest Tips: First, you have a battle against the desire demon and the bewitched templar. After the battle, recover the notice of censure from the downed templar. If you don't care about the censure, you have the option of letting the templar and the demon escape together, and the discussion usually triggers some interesting party dialogue and moral questions on the nature of truth and happiness.



Extracurricular Studies

Type: Exploration

Start: Templar Quarters

Destination: Piles of Filth and Piles of Books

Task: Find three codex entries

Quest Tips: Search the Templar Quarters for three codex entries hidden in piles of filth and piles of books.



Five Pages, Four Mages

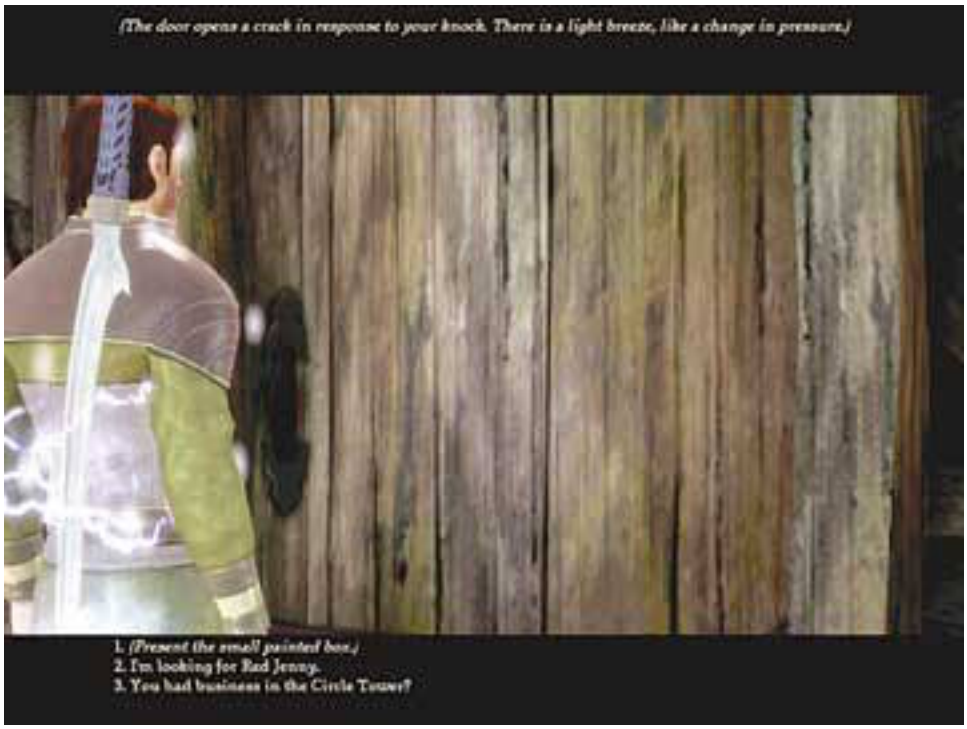
Type: Exploration

Start: Great Hall

Destination: Random encounter

Task: Find five torn pages and defeat Beyha Joam

Quest Tips: First, search the Great Hall for five torn pages. Once you have them all, journey across the world map and trigger a random encounter. Slay Beyha Joam and claim your reward.



Friends of Red Jenny

Type: Exploration

Start: The Long Road (random encounter where you meet Zevran)

Destination: Mysterious Door in Denerim Market District

Task: Return the painted box to the mysterious Friends of Red Jenny

Quest Tips: After defeating Zevran's rogue band in the Long Road random encounter, loot a note from one of the travelers. Next, retrieve the painted box in Irving's room. Finally, travel to Denerim Market District and present the box at the mysterious door in the alley behind the Gnawed Noble Tavern. No one will talk to you, but they will hand you a nice reward.



Irving's Mistake

Type: Exploration

Start: Senior Mage Quarters, Irving's Room

Destination: Irving's Desk

Task: Find the codex entry on Irving's desk

Quest Tips: Another simple one: Gain the codex from Irving's desk.



Maleficarum Regrets

Type: Exploration

Start: Blood Mage near Lothering exit

Destination: Senior Mage Quarters

Task: Find Bel's Cache in the Circle Tower

Quest Tips: Note that this quest begins in Lothering, so be sure to pick it up before the darkspawn destroy the town. Loot the sealed letter on the blood mage near the northern Lothering exit. Follow the letter to the Circle Tower, and recover Bel's Cache on the tower's second floor.



Promises of Pride

Type: Exploration

Start: A scrap of paper

Destination: Various points in the tower

Task: Find six scraps of paper

Quest Tips: Find the six scraps of paper that make up the "Promises of Pride" on these levels of the tower:

Apprentice Quarters (first floor): Find one scrap of paper

Senior Mage Quarters (second floor): Find two scraps of paper

Great Hall (third floor): Find two scraps of paper

Templar Quarters (fourth floor): Find one scrap of paper



The Spot

Type: Exploration

Start: Apprentice Quarters

Destination: Denri's bed

Task: Find codex and Denri's bed

Quest Tips: In the Apprentice Quarters, find the hidden codex in the bedroom area. Then click on Denri's bed for your reward.



Summoning Sciences

Type: Puzzle

Start: Apprentice Quarters

Destination: Various places on the first floor

Task: Find the book, click the correct summoning flames for each lesson

Quest Tips: Retrieve one or both halves of a book in the library, then click the summoning font. Summoning flames appear. Click them in the correct order for each lesson:

Lesson 1: Spirit Hog

Lesson 2: Trickster Whim

After successfully completing the first three lessons, click the summoning font and go through the procedure for all three exercises (minus the summoning flame step) and click "Summoning the Fourth" behind the shelves in the circular study. The second summoning exercise is needed to trigger the Trickster Whim quest. Going through the procedure for all three exercises after all three creatures are summoned actually triggers an easter egg, making Arl Foreshadow appear. You then have the opportunity to steal a note from him before he disappears, which adds a codex entry to your journal.



Watchguard of the Reaching

Type: Combat

Start: Codex entries

Destination: Various places in the tower

Task: Collect codex entries, click on statues, fight Shah Wyrd

Quest Tips: Find four codex entries in the following areas:

Apprentice Quarters: Find two codex entries in footlockers, one in library.

Senior Mage: Find one codex entry in the study by Owain, one codex entry on the opposite end of the study by the blood mages.

Great Hall: Find one codex entry near the back wall of the main room.
After you find all the codex entries, activate the Great Hall statues in the correct order: vessel in hand, sword raised, sword lowered, spear raised in central area. (The statues will burn you for damage if you interact with them without activating the other items from the side quest.) Then open the door to the Basement and fight Shah Wyrd.

Denerim


~ Denerim Market District ~
Open Market
Chantry
Wade's Emporium
Elven Alienage
A
F
G
B
C
H
E
D
Wonders of Thedas
Gnawed Noble Tavern
Brother Gentivi's
Legend
A Chantry Board
B Sergeant Kylon
C Messenger for "Antivan Crows" Quests
D "Honor Bound" Duel
E Friends of Red Jenny
F Mages' Collective
G Slim Couldry
H Warehouse

Note: Many of the Denerim side quests can be performed in any order, whenever you have down time between your main quests. However, certain series, such as the combat ones given out by Sergeant Kylon or the stealth and stealing quests given out by Slim Couldry, must be carried out in sequence.



Slim Couldry's Quests

*** Crime Wave ***

Type: Messenger

Start: Slim Couldry

Destination: Denerim Market District

Task: Speak to Slim Couldry about a series of Stealth and Stealing quests

Quest Tips: This is the first in the series of Slim Couldry quests. If you are a rogue and have the Stealth talent, Couldry will assign you the following quests: "The Absent Mistress," "A Fistful of Silver," "The Private Collection," and "The Tears of Andraste." If you have the Stealing skill, Couldry will assign you the following quests: "Lady in Waiting," "A Stolen Blade," "Market Day," and "The Traitor's Crown." If you have both Stealth and Stealing, you can complete all eight quests. You will have to pay Couldry up front for the quest information, but the rewards are worth it when you return to him after a successful mission.



*** The Absent Mistress ***

Type: Stealth

Start: Slim Couldry

Destination: Gnawed Noble Tavern

Task: Slip into Lady Sophie's room and steal her valuables

Quest Tips: This is the first in the Stealth chain of Slim Couldry quests. Speak with Slim Couldry and pay him the gold for the quest information. Enter the Gnawed Noble Tavern and unlock the door to Lady Sophie's room (Deft Hands talent necessary). Open the chest and remove the contents. Return to Slim for your reward.



*** A Fistful of Silver ***

Type: Stealth

Start: Slim Couldry

Destination: Warehouse in Denerim Market District

Task: Enter the warehouse, slay the guards, and take the silver

Quest Tips: This is the second in the Stealth chain of Slim Couldry quests. Speak with Slim Couldry and pay him the gold for the quest information. Break into the warehouse in the marketplace (in the same alley as the Wonders of Thedas). Remove the silver bars from the chest after beating all the guards in the small room.



*** The Private Collection ***

Type: Stealth

Start: Slim Couldry

Destination: Bann Franderel's Estate

Task: Fight your way out of the estate after a trap is sprung

Quest Tips: This is the third in the Stealth chain of Slim Couldry quests. Speak with Slim Couldry and pay him the gold for the quest information. Enter Bann Franderel's Estate in search of the valuables. When you reach the designated chest, it has nothing to speak of in it and the estate guards surround you. Battle out of the estate and return to Slim. You get nothing out of this quest, but Slim is so distraught, he's willing to give you the next quest for free. Note that this quest can only be started after the Landsmeet has begun.



*** Tears of Andraste ***

Type: Stealth

Start: Slim Couldry

Destination: Bann Franderel's Estate

Task: Make it to the vault without alerting the guards and steal the Tears of Andraste

Quest Tips: This is the fourth in the Stealth chain of Slim Couldry quests. Leave the Market District and return; Slim will return from his trip. Speak with Slim Couldry and he'll send you back to Bann Franderel's Estate. Slip past all the guards unseen and find the vault. Once in the treasure room, steal the Tears of Andraste and return them to Slim for a big reward.



*** Lady in Waiting ***

Type: Stealing

Start: Slim Couldry

Destination: Denerim Market District

Task: Pickpocket the servant girl in the market

Quest Tips: This is the first in the Stealing chain of Slim Couldry quests. Speak with Slim Couldry and pay him the gold for the quest information. Head to the center of the marketplace and look for the lady's maid shopping. With the Stealing skill, you can pickpocket her easily. Return to Slim for your reward.



*** A Stolen Blade ***

Type: Stealing

Start: Slim Couldry

Destination: Wonders of Thedas in Denerim Market District

Task: Pickpocket a patron of the Wonders of Thedas

Quest Tips: This is the second in the Stealing chain of Slim Couldry quests. Speak with Slim Couldry and pay him the gold for the quest information. Look for Ser Nancine in the Wonders of Thedas shop. You can get the sword in several ways:

If you have a high enough Persuade skill, you can convince Ser Nancine she is dying and get her out of her armor, taking the sword for yourself.

You can pickpocket the sword right off of her.

Again, with a high enough Persuade skill, you can pretend to be store help and sell Nancine a dress. This will remove her armor, and you can take the sword.



*** Market Day ***

Type: Stealing

Start: Slim Couldry

Destination: Denerim Market District

Task: Steal loot from the two chests in the center of the Denerim Market District

Quest Tips: This is the third in the Stealing chain of Slim Couldry quests. Speak with Slim Couldry and pay him the gold for the quest information. You must acquire a key that Master Tilver has to open two chests in the center of the marketplace. Of course, Tilver has two guards with him at all times. You can get past the guards in a number of ways:

A character with a high enough Stealth skill (Combat Stealth or higher) can sneak past them and pickpocket the key from Master Tilver.

Through dialogue, a player with a high enough Persuade skill can convince the guards to let him pass.

Pay a messenger boy to distract the guards.

Once you've stolen the key, unlock the two chests under the center tent of the marketplace and remove their inventory. Return to Slim for your reward.



*** The Traitor's Crown ***

Type: Stealing

Start: Slim Couldry

Destination: Gnawed Noble Tavern

Task: Outwit or stealth past the guards and steal the crown

Quest Tips: This is the fourth in the Stealing chain of Slim Couldry quests. Speak with Slim Couldry and pay him the gold for the quest information. Enter the Gnawed Noble Tavern and bypass the guards. You can accomplish this in many different fashions:

A character with a high enough Stealth skill (Master Stealth) can sneak past them and pickpocket the crown from the seneschal.

The PC can get by the many guards a couple of ways via the waitresses. The PC can convince the waitresses either with Persuade (at level 1 or higher) or a bribe (3 gold) to go over and keep the guards happy and entertained. If the guards are suspicious, then they turn the waitresses away. If they aren't, you can walk by them. They initiate conversation, but are highly distracted.

The PC can buy a round of potent dwarven spirits for the guards (for 5 gold). When they drink it, the guards are very out of it. You can walk right by at that point.

A PC with Poison (at level 1 or higher) can spike some drinks with sleeping poison. That will KO all of the guards and the seneshal. Then the PC can just grab the crown.

The waitresses can catch on to the player trying to pull a fast one, in which case the conversation game ends.

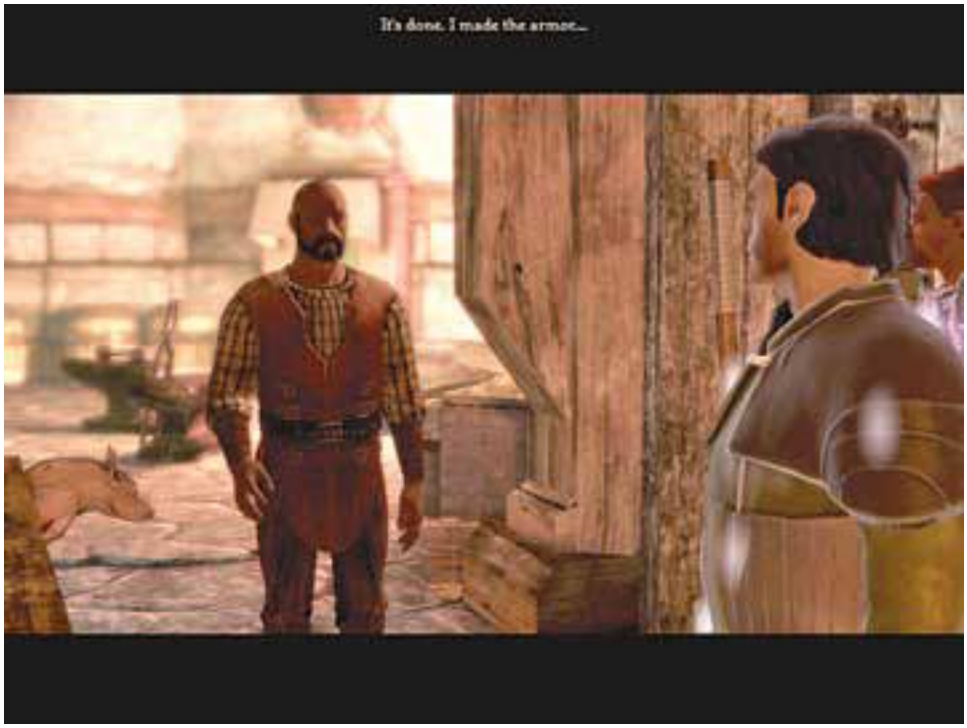
Talking with the guards is another possibility. The PC can pretend to have an urgent message for the seneschal or just be looking for a quiet table to drink. This might have had a chance of working, but the guards recognize the PC. They then play along, but should be acting suspicious enough for the PC to be tipped off.

You can go inside the room, but then all the guards attack.

You can just attack the guards. In this case, cue a fun but bloody combat. A couple of lieutenant guards plus numbers should be enough.

The PC can use Intimidate to convince the guards to run. Intimidate (at level 2 or higher) is necessary to succeed (otherwise cue combat). If this works, all the guards leave. The seneschal will either give the PC the crown or be attacked.

Once the PC maneuvers near the seneshal, he still needs to steal the crown with Expert Stealing. Return to Couldry and inform him of the success.



Drake Scale Armor

Type: Crafting

Start: Once you've collected a drake scale

Destination: Wade's Emporium in Denerim Market District

Task: Collect three drake scales to turn into drake scale armor

Quest Tips: Once you have three drake scales (collected from any drake, mainly found in the Wyrmling Lair), return to Wade's Emporium and Master Wade will craft a unique set of drake scale armor for you. During the transaction, you will have the option to pay Master Wade for the armor. While this will not affect the quality of the drake scale armor, it will influence what type of dragon scale armor (regular or superior) will be made in the "Dragon Scale Armor" quest. If the player pays, a superior suit of armor can be made. The armor will take some time to make. Once you leave the Denerim Market District, and then return, the armor will be ready. Wade will be displeased with his creation and will inform you that if he can get more scales he can make another set of armor. Collect three more drake scales, ask Wade to make a second suit and offer to pay. Once you pick up the second set, the quest is complete.



Dragon Scale Armor

Type: Crafting

Start: Once you've collected a dragon scale

Destination: Wade's Emporium in Denerim Market District

Task: Collect one dragon scale to turn into dragon scale armor

Quest Tips: You must complete the "Drake Scale Armor" quest first to gain dragon scale armor. Master Wade can make you a set of dragon scale armor from the scale of the high dragon in the "Urn of Sacred Ashes" quest. Wade can make one of three different types of armor: medium, heavy, or massive. He might make a superior version of the type requested if you've paid for drake scale armor both times.



Forgotten Verses

Type: Collection

Start: Ruined Temple in the "Urn of Sacred Ashes" quest

Destination: Sister Justine in Denerim Market District

Task: Collect some ancient scrolls and return them to the Denerim Chantry

Quest Tips: Pick up the scrolls in the Ruined Temple and head to the Denerim Market District. Speak with Sister Justine for your reward.

Note: See the Ruined Temple map in the "Urn of Sacred Ashes" walkthrough for the locations of the hidden scrolls.



Hearing Voices

Type: Collection

Start: Abandoned Orphanage

Destination: Deranged Beggar in the Elven Alienage

Task: Collect an amulet and return it to the Deranged Beggar

Quest Tips: Pick up the amulet in the last room in the Abandoned Orphanage in the Elven Alienage. This will start the quest, and all you have to do is return it to the Deranged Beggar in the Alienage.



Honor Bound

Type: Combat

Start: Outside the Gnawed Noble Tavern.

Destination: The alley behind the Gnawed Noble Tavern

Task: Duel Ser Landry (or persuade him not to duel)

Quest Tips: You meet Ser Landry just outside the Gnawed Noble Tavern in the Denerim Market District. Ser Landry was at Ostagar and challenges you to a duel. You can accept and fight one on one, or as a group, or refuse. If the player refuses, Landry will leave but later confront the player in a random encounter on the Denerim city map. Also, if you have a high enough Persuade skill, you can convince Ser Landry not to duel at all. If the fight is on, follow Ser Landry to the duel spot around the corner in the alley behind the Gnawed Noble Tavern. Beat him to finish the quest.



The Last Request

Type: Combat

Start: Ser Friden's corpse in Denerim's Run-down Back Street

Destination: Elven Alienage

Task: Destroy the blood mages in the Alienage

Quest Tips: Discover Ser Friden's dead body in the Run-down Back Street. Loot his journal, and then seek out the Elven Alienage once you unlock it during the "Landsmeet" quests. Destroy the maleficarum inside the Alienage.



Lost Templar

Type: Exploration

Start: Arl of Denerim's Estate

Destination: Gnawed Noble Tavern

Task: Free Irminric from a Denerim Estate cell

Quest Tips: During your run through the Arl of Denerim's Estate for the Landsmeet quest line, free Irminric from his dungeon cell (he's near Vaughan in the northern part of the dungeon). After speaking with Irminric, return his signet ring to his sister, Bann Alfstanna, in the Gnawed Noble Tavern in Denerim. This will gain you favor in the Landsmeet vote.

Sergeant Kylon's Quests



*** Pearls Before Swine ***

Type: Combat

Start: Sergeant Kylon in the market district

Destination: White Falcon Veteran in the Pearl

Task: Defeat the mercenaries in the Pearl to leave (or persuade them without a fight)

Quest Tips: This is the first quest in the Sergeant Kylon quest sequence. You need to clear out the mercenaries in the Pearl. This can be achieved several ways:

If the Landsmeet plot is complete, the mercenaries will leave voluntarily.

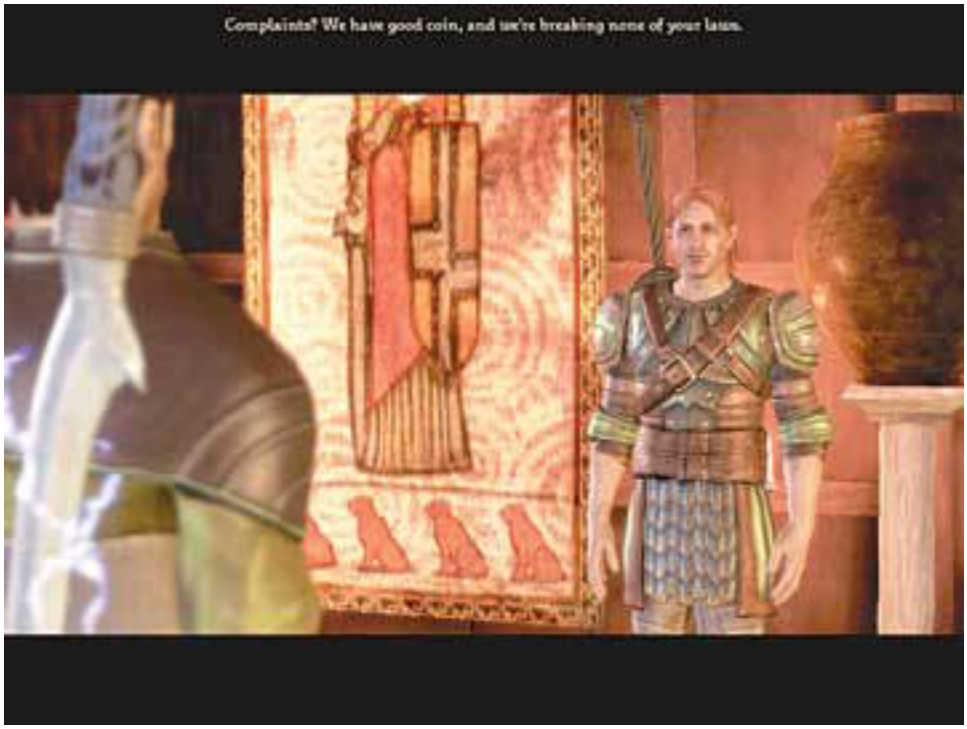
In dialogue, a character with a high enough Persuade skill can convince the group to leave peacefully.

In dialogue, a character with a high enough Intimidate skill can force the group to leave peacefully.

You can attack the group of mercenaries.

Once the mercenaries are nearly dead, the leader will surrender. You can then tell the mercs to leave, or you could also demand that they pay you first before they leave. En route to the market, you will be stopped by Sergeant Kylon who wishes to thank you. The sergeant is

interrupted by Cristof, leader of the mercenaries, who attacks. Now you're free to kill off the mercenaries and end the problem for good.



*** The Crimson Oars ***

Type: Combat

Start: Sergeant Kylon

Destination: Gnawed Noble Tavern

Task: Break up the Crimson Oars mercenaries who are congregated unlawfully

Quest Tips: This is the second in the Sergeant Kylon quest line. Head to the Gnawed Noble Tavern. You can either beat down the Crimson Oars mercenaries or persuade them to leave with a few drinks. In a fight, if you take down their leader first, the rest will give up.



Something Wicked

Type: Exploration

Start: Ser Otto in the Elven Alienage

Destination: Abandoned Orphanage

Task: Discover the clues that lead you to the Abandoned Orphanage and dispatch the demon

Quest Tips: Seek out Ser Otto in the Elven Alienage. He asks you to help him track down some unusual activity. You must collect a couple of clues to enter the Abandoned Orphanage. Any two of the following around the Alienage will do:

A pool of fresh blood.

A feral dog.

A dead dog.

An insane beggar.

Follow Otto to the orphanage and keep him alive while he cleanses the area. At the end, you must defeat the demon to complete the quest.

Note: See the Elven Alienage map in the "Landsmeet" walkthrough for the location the clues and the Abandoned Orphanage.



Tortured Noble

Type: Exploration

Start: Arl of Denerim's Estate

Destination: Gnawed Noble Tavern

Task: Free Oswyn from a Denerim Estate cell

Quest Tips: During your run through the Arl of Denerim's Estate for the Landsmeet quest line, free Oswyn from his dungeon cell. After speaking with Oswyn, seek out his father Sighard in the Gnawed Noble Tavern in Denerim. This will gain you favor in the Landsmeet vote.

Antivan Crows Quests

Note: Unlike other side quests that can be completed in any order, the Antivan Crows' quest line must be performed in the following order, beginning with "The Trial of Crows."



*** The Trial of Crows ***

Type: Messenger

Start: Speak with the messenger boy in Denerim Market District or Master Ignacio directly

Destination: Master Ignacio in the Gnawed Noble Tavern

Task: Speak with the messenger, then Ignacio and accept his first assassination quest

Quest Tips: This is a series of assassination quests offered by Master Ignacio on behalf of the Antivan Crows. To initiate the quest, just talk with Master Ignacio in the Market District, then try to leave (or talk to the messenger boy in the market). The messenger boy quickly delivers a message indicating that you should go to one of the back rooms of the Gnawed Noble Tavern. Once there you can talk with Master Ignacio who will offer some assassination contracts, or you can choose to kill Master Ignacio. After you complete all the other assassination quests, return to Master Ignacio one last time to complete "The Trial of Crows" quest. His assistant, Cesar, will open a special store for you in the marketplace.

Caution: Because you are on assassination missions for the Antivan Crows, your approval rating will suffer a small amount with the moral companions in the group, such as Wynne.



*** The First Test ***

Type: Combat

Start: Master Ignacio

Destination: Paedan in the Pearl

Task: Assassinate Paedan in the Pearl

Quest Tips: After Master Ignacio hands you the "First Test" scroll, return to the market and examine the wall near the Elven Alienage for a Grey Warden poster. It's part of a scam to lure Grey Wardens into an ambush at the Pearl, and it holds the password to enter the trap. The man behind the trap, Paeden, waits behind a locked door in the back of the Pearl. Slay Paeden and his lackeys. Note that you can do this quest without having talked to Ignacio. All you need to do is click on the poster. If Arl Howe is dead at this point, the guys in the Pearl will no longer attack you, as their boss is too dead to pay.



*** Mercenary Hunt ***

Type: Combat

Start: Master Ignacio

Destination: Kadan-Fe Hideout on the world map

Task: Assassinate Kadan-Fe and his gang at their hideout

Quest Tips: After completing "The First Test," obtain the contract from the chest behind Master Ignacio. Travel to the Kadan-Fe Hideout location on the world map. Slaughter everyone there and return to Master Ignacio.



*** An Audience with the Ambassador ***

Type: Combat

Start: Master Ignacio

Destination: The Orzammar Royal Palace

Task: Assassinate Ambassador Gainley

Quest Tips: After completing "The First Test," obtain the contract from the chest behind Master Ignacio. You must have completed the "A Paragon of Her Kind" quest line or sided with Prince Bhelen during the political struggles in Orzammar to get to the ambassador. Slay Gainley and return to Master Ignacio in the Gnawed Noble when the deed is done.



*** The Ransom ***

Type: Combat

Start: Master Ignacio

Destination: Ransom Drop Location

Task: Assassinate Captain Chase and his men

Quest Tips: You must have completed all the other Antivan Crows' quests before you can undertake this one. Head to the Ransom Drop Location on the Denerim city map. Captain Chase and his men are holding a child hostage, and you're showing up with other Crows to take them out. As soon as you approach Captain Chase, the other Crows attack and it's a giant free-for-all. Don't get caught in the middle or you get flanked easily. Stay near the entrance and pull enemies to you. Don't worry so much about the Crows; the guild has more.

Favors for Certain Interested Parties

Note: The following Rogues' Guild quests can be obtained in Denerim from the bartender in the Gnawed Noble Tavern. The "D" quests begin with "Solving Problems" and must be completed in order. The "K" quests begin with "Negotiation Aids" and must be completed in order.



Correspondence Interruptus

Type: Collection

Start: Bartender in Gnawed Noble Tavern

Destination: Various locations

Task: Collect 12 love letters from chests

Quest Tips: Find all 12 love letters in the following locations:

Brecilian Ruins (south, secret hallway just inside entrance)

Circle Tower (Senior Mage Quarters, behind wall in east bedroom)

Dalish Camp (just north of Varathorn)

Denerim (Pearl, one of the back rooms)

Denerim (Wade's Emporium)

Denerim (Arl Eamon's Estate, Arl's bedroom upstairs)

Haven (Villager House, along the wall)

Lake Calenhad Docks (Spoiled Princess, northeast corner of the inn)

Orzammar (Carta Hideout, southeast corner room of Jarvia encounter)

Orzammar (Royal Palace, small room on east side of palace)

Redcliffe Basement (northwest alcove)

Redcliffe Village (Windmill, east side)

"K" Quests



*** Negotiation Aids ***

Type: Collection

Start: Bartender in Gnawed Noble Tavern

Destination: Various vendors

Task: Collect 15 toxin extracts

Quest Tips: This is the first in the series of "K" quests. During your travels, it's easy enough to collect 15 toxin extracts. Visit local vendors and collect a handful at a time. The best vendor is Varathorn in the Dalish camp (who can give you all the toxin extracts in one shot), or you can visit Cesar in the Denerim Market District, Faryn in Frostback Mountains, Alimar's in Orzammar, Olinda's in Orzammar.



*** Untraceable ***

Type: Collection

Start: Bartender in Gnawed Noble Tavern

Destination: Various vendors

Task: Collect 10 garnets

Quest Tips: This is the second in the series of "K" quests. Save up all your garnet drops from adventuring. If you've already sold some of them off, retrace your steps and buy them back from the various vendors. Turn in 10 garnets to complete the quest.



*** Dead Drops ***

Type: Messenger

Start: Bartender in Gnawed Noble Tavern

Destination: Four different locations

Task: Make three drops and escape from a trap

Quest Tips: This is the third in the series of "K" quests. Deliver payment to the following locations: Denerim Market District, Redcliffe Village, Spoiled Princess at Lake Calenhad Docks, and the Frostback Mountains. The fourth location you visit will be a trap. You have an option to disarm/detonate other traps, but this will cancel the "K" quests, so fight through the trap the hard way.



*** New Ground ***

Type: Combat

Start: Bartender in Gnawed Noble Tavern

Destination: Denerim and random encounter

Task: Signal three people with K's wink and nod, signal guard contact, kill D's lieutenant, kill D

Quest Tips: Note this is the fourth in the series of "K" quests. Finishing this quest will remove the end of the "D" line of quests. First, signal three people with K's special wink and nod. Second, signal the guard contact. Third, kill D's lieutenant in a random city encounter and take the directions from the lieutenant's corpse to find D's location on the Denerim city map. Finally, kill D himself in the indoor area.

"D" Quests



*** Solving Problems ***

Type: Messenger

Start: Bartender in Gnawed Noble Tavern

Destination: Three places in Denerim

Task: Dispose of three bodies for the rogues' guild

Quest Tips: This is the first in the series of "D" quests. Collect three bodies and dispose of them at the marked "dumped site" inside the Chantry walls. Find the bodies in the following locations: Market District (alley beside the Chantry), the Warehouse in the Wonders of Thedas alley (in the back room), and the Pearl (one of the back rooms).



*** Sign of Safe Passage ***

Type: Combat

Start: Bartender in Gnawed Noble Tavern

Destination: Brecilian West Forest

Task: Fire a messenger arrow from a location in the Brecilian West Forest

Quest Tips: This is the second in the series of "D" quests. Fire an arrow from a firing point just east of the south entrance of the Brecilian West Forest (you must equip a bow on your main PC to do this). Fight the mercenaries that arrive, and loot the folded missive from one of the corpses when you're finished with them.



*** False Witness ***

Type: Combat

Start: Bartender in Gnawed Noble Tavern

Destination: Three different locations across the map

Task: Kill Cam of Redside, Skinny Frank, and Brian

Quest Tips: This is the third in the series of "D" quests. You must hunt down three unfortunates who have stolen from the guild: Cam of Redside in the Wonders of Thedas, Skinny Frank at the Lake Calenhad Docks, and Brian in the Frostback Mountains. Cam and Skinny Frank have bodyguards to worry about too; poor Brian is, well, a pushover.



*** Harsh Decisions ***

Type: Combat

Start: Bartender in Gnawed Noble Tavern

Destination: Denerim and random encounter

Task: Kill K's lieutenant, kill K

Quest Tips: This is the fourth in the series of "D" quests. Finishing this quest will remove the end of the "K" line of quests. First, travel on the Denerim city map and you'll trigger a random encounter with K's lieutenant. Slay him and his guards and pick up the hideout directions from the lieutenant's corpse. Next, travel to K's hideout on the Denerim city map. Slay K and his men. Return to the Gnawed Noble bartender for your reward.

Korcari Wilds

Note: The Korcari Wilds side quests can be performed in any order, whenever you have down time during your main prelude quest to become a Grey Warden.



A Pinch of Ashes

Type: Combat

Start: Ashes from dead soldier corpse at bridge fight

Destination: Summoning point north of corpse

Task: Loot the ashes and summon the ash wraith Gazarath

Quest Tips: Loot pouch of ashes from dead soldier corpse at the bridge fight. Head north and click on pile of rocks overlooking a sunken rotunda. Use the ash and fight the ash wraith Gazarath.



Last Will and Testament

Type: Exploration

Start: Missionary Rigby's corpse

Destination: The chest near Rigby's corpse

Task: Find the hidden treasure chest in the Wilds

Quest Tips: Find Missionary Rigby's corpse in the Wilds gazebo. Loot the bow and money from lockbox. Keep the item or deliver it to Jetta in Redcliffe Chantry for some extra experience.


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C
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6
1
A
Legend
1 Shale
1 Genlocks
2 Genlocks & Hurlocks
3 Genlocks & Hurlocks
4 Hurlock Alpha, Genlocks, & Hurlocks
5 Genlocks & Hurlocks
1 Barrel
2 Broken Chest
3 Chest
4 Villager
5 Olaf's Chest (locked)
6 Note
7 Basket of Birdseed



The Missionary

Type: Exploration

Start: Missionary Jogby's corpse

Destination: The chest between two trees

Task: Find the hidden treasure chest in the Wilds

Quest Tips: Loot the letter from Missionary Jogby's corpse in the reeds northwest of the dying soldier (marked square A on the map). Use the following clues to find the secret chest in the Wilds (marked square F on the map):

Look for a tree leaning on a ruined building

Pass under a fallen tree bridge

Pass a submerged tower on the right

Look between a high, ruined arch and a mossy standing stone

Walk along a path of roots and stones

Look for two large statues with a chest between them



Signs of the Chasind

Type: Exploration

Start: Missionary Rigby's Field Journal

Destination: Hidden cache

Task: Find a hidden cache in the Wilds

Quest Tips: Find Missionary Rigby's field journal in the darkspawn camp to the west. Follow Chasind trail signs (map notes) throughout the Wilds to a hidden cache in a darkspawn camp south of the bridge fight.

The Mages' Collective



A Gift of Silence (or Justice Must be Served)

Type: Crafting

Start: Mages' Collective at Denerim Market District

Destination: Knight-Commander Harrith in Redcliffe Village or Knight-Commander Tavish in Denerim Market District

Task: Bring 10 lyrium potions to either of the Knight-Commanders

Quest Tips: Note that this quest is only active after the attack on Redcliffe by the undead. First, create or buy 10 lyrium potions. You then have a choice to bring the 10 lyrium potions to the knight-commander in Redcliffe Village (Harrith up by the windmill) or in Denerim Market District (Tavish by the estate gate). This sets up whose side you'll be on in the "Defending the Collective" final Mages' Collective quest.



Blood of Warning

Type: Exploration

Start: Mages' Collective at Denerim Market District

Destination: Four doors around Denerim

Task: Mark four blood mage relatives' doors

Quest Tips: As you leave the Mages' Collective in Denerim, open up your map and note the two nearby doors you have to mark. Click on those, then head to the Dirty Back Alley and mark the single door there. The last door is in the Dark Alley, and there may be a large group of thugs waiting to ambush you if you haven't cleared them out already. Dispatch the enemy group and mark the final door for your reward.



Careless Accusations

Type: Exploration

Start: Mages' Collective at Lake Calenhad Docks

Destination: Random encounter in Wooded Glen

Task: Prevent an adventuring group from delivering false testimony

Quest Tips: Shortly after you pick up this side quest, while traveling across the world map, you will trigger a "random" encounter in the Wooded Glen. You can either persuade or intimidate the adventuring party there into not giving false testimony in Denerim, or you can just battle it out for extra experience and loot. It's a relatively simple quest once you find them.



Defending the Collective

Type: Messenger

Start: Mages' Collective at Redcliffe Village

Destination: Knight-Commander Harrith at Redcliffe Village

Task: Deliver the bundled testimony to Knight-Commander Harrith

Quest Tips: If you choose Harrith in the "A Gift of Silence" quest, you will deliver your bundled testimony to him in Redcliffe Village. Otherwise, seek out Knight-Commander Tavish in the Denerim Market District. Pick up your big reward for completing all the Mages' Collective quests.



Have You Seen Me?

Type: Combat

Start: Mages' Collective at Denerim Market District

Destination: Random encounter

Task: Defeat the abomination in the random encounter

Quest Tips: Shortly after you pick up this side quest, while traveling across the world map, you will trigger a "random" encounter in the Out of the Way map. Stun the abomination often and don't give it much chance to counterattack. After it dies, return to Mages' Collective operative for your reward.



Herbal Magic

Type: Exploration

Start: Mages' Collective at Lake Calenhad Docks

Destination: Various places

Task: Present 10 deep mushrooms to the Mages' Collective

Quest Tips: As you adventure, save the deep mushrooms you find until you have 10 and hand them in. If you don't feel like waiting, you can visit the following shops to pick up the deep mushrooms immediately: Lloyd's Tavern in Redcliffe, Olinda's in the Orzammar Commons, Gnawed Noble Tavern in Denerim, and the biggest mushroom stockpile in Alimar's in Orzammar's Dust Town (or Figor's in Orzammar if you've unlocked the door).



Notice of Termination

Type: Messenger

Start: Mages' Collective at Lake Calenhad Docks

Destination: Three separate locations across Ferelden: two in the Denerim Market District and one in the Frostback Mountains

Task: Deliver three termination notes to apprentices across Ferelden

Quest Tips: The toughest part about this quest is traveling to find all three apprentices. Once you find each one, hand him the note and that part of the quest is complete; there is no fighting involved. You can find Sheth in the Wonder of Thedas in the Denerim Market District, Fayd in the center of the Denerim Market District, and Starrick standing out in front of the main doors to Orzammar, by the row of market goods in the Frostback Mountains.



Places of Power

Type: Exploration

Start: Mages' Collective at Denerim Market District

Destination: Four separate locations across Ferelden

Task: Unlock four hidden locations

Quest Tips: The four hidden places of power are: East Brecilian Forest (gravestone in the northern ogre grove), Ortan Thaig (Altar of Sundering), The Alienage (Alienage Tree), and Apprentice Quarters in the Circle Tower (activate the middle of the floor). Because these are in difficult-to-reach places, this will likely be the last Mages' Collective quest you complete before the final "Defending the Collective" quest.



The Scrolls of Banastor

Type: Collection

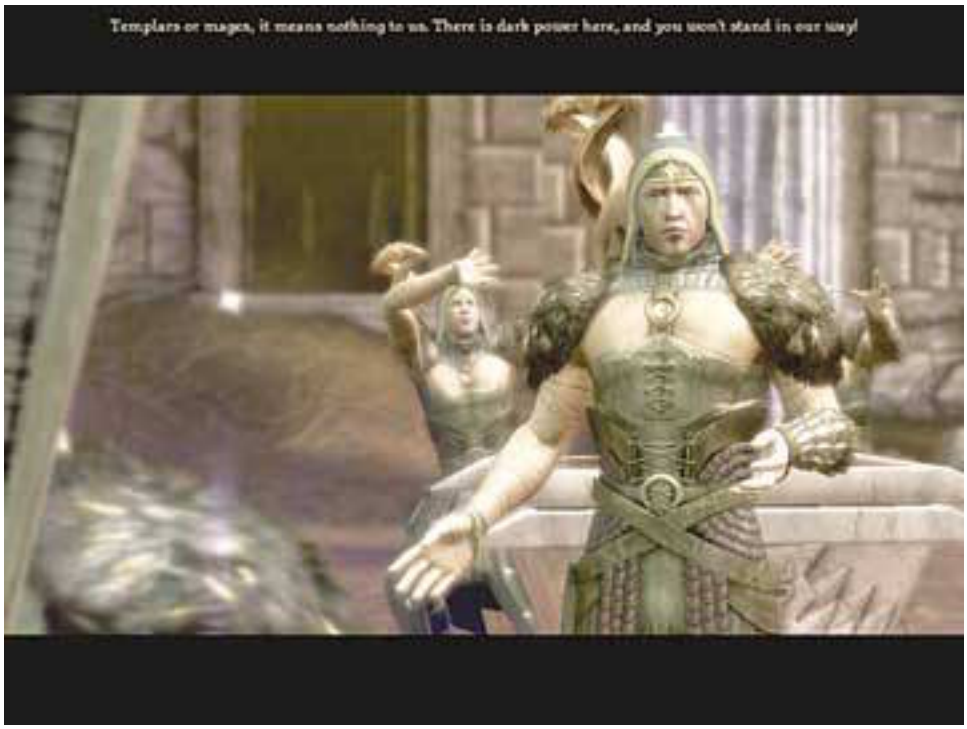
Start: Mages' Collective at Denerim Market District

Destination: Various places

Task: Collect five scrolls hidden around the world.

Quest Tips: The scrolls are in ancient texts treasure piles in the following locations: Circle Tower (Senior Mage Quarters level, southeast ruined room), Circle Tower (Great Hall level, northwest large room), Wyrmling Lair on the "Urn of Sacred Ashes" quest (southeast library), Wyrmling Lair on the "Urn of Sacred Ashes" quest (middle west barracks), and Werewolf Lair in the Brecilian Ruins (southeast werewolf bedroom). Once you have them all, return for your reward.

See the Circle Tower maps in the "Broken Circle" walkthrough, Ruined Temple map in the "Urn of Sacred Ashes" walkthrough, and Lair of the Werewolf map in the "Nature of the Beast" walkthrough for the Scrolls of Banastor ancient texts locations.



Thy Brother's Killer

Type: Combat

Start: Mages' Collective at Lake Calenhad Docks

Destination: Northern grove in the East Brecilian Forest

Task: Slay the dark Maleficarum Cabal

Quest Tips: To discover the Maleficarum Cabal's hidden ritual, you must first clear the northern grove in the East Brecilian Forest of the ogres that normally inhabit the area. Leave the East Brecilian Forest, then reenter and return to the northern grove. Four dark mages will be chanting in a circle. Speak with them and then the fight is on. If you have Alistair, use his templar abilities to great effect against the mages, especially if you have Holy Smite to drain the mages of mana and deal Spirit damage. A rogue's Dirty Fighting or mage's Crushing Prison can nullify a single target, or Earthquake can knock most or all of them off their feet. If you have distance, and the mages do like to keep their range, return deadly AoE of your own with spells such as Fireball or Inferno. Anti-Magic Ward on your tank will usually mean lights out for at least one of the mages.

Orzammar

Note: See the "Paragon of Her Kind" walkthrough for detailed maps with the locations of all your Orzammar side quest points of interest.



A Lost Nug

Type: Exploration

Start: Nug Wrangler Boermor in Orzammar Commons

Destination: Any nug in Orzammar

Task: Return a nug to Boermor

Quest Tips: Nug Wrangler Boermor has lost his nugs and needs you to round them up for him. Once you activate the quest, nugs will be hidden throughout Orzammar. Return a nug to Boermor for a reward. Even after the quest is complete, you can return nugs to Boermor for a reward, and if you return more than 10 to him, he grants a big reward.



A Mother's Hope

Type: Exploration

Start: Orzammar Commons

Destination: Deep Roads

Task: Find Filda's missing son, Ruck

Quest Tips: Journey into the Deep Roads to find Filda's missing son, Ruck. He's in Ortan Thaig. When you first spot him, he runs away from you, but you can track him down slightly north of his original position.



An Unlikely Scholar

Type: Messenger

Start: Dagna in Orzammar Commons

Destination: Circle Tower

Task: Ask the Circle Tower to allow Dagna to study there

Quest Tips: Find Dagna in the Orzammar Commons. Agree to help her and set out for the Circle Tower. You must complete the "Broken Circle" quest line if you haven't already done so. If First Enchanter Irving is alive and in charge, he will allow Dagna to come study at the tower. If Greagoir is in charge, he will deny her the opportunity.



Asunder

Type: Exploration

Start: A small bloody sack

Destination: Altar of Sundering in Ortan Thaig

Task: Find the three small bloody sacks and place them on Altar of Sundering

Quest Tips: Find the bag of limbs in the first darkspawn clearing in Aeducan Thaig. Find the torso in a bag in the southeast cavern of Caridin's Cross. Find the head in a bag in the deepstalker clearing in Caridin's Cross. Once you have all three components, seek out the Altar of Sundering in Ortan Thaig. Place the three bloody items on the altar. You can then choose to fight the Fade beast that arrives for XP or let it go and get a substantial amount of gold as reward.



Caged in Stone

Type: Combat

Start: Royal Palace Throne

Destination: Royal Palace Throne

Task: Find codex on throne, solve puzzle, fight dragon

Quest Tips: In the Royal Throne Room, click on the throne to gain a codex entry. Next, you need to solve the puzzle. Leave your PC standing next to the throne. Send two companions to stand on the pressure points that look like arrows in the southwest corner (you will hear sliding stone if you stand on each one correctly). Send your last companion out into the main hall to stand on the central square pressure point. With all three companions in the correct position, access the throne again. A dragon will appear. Defeat the dragon for your reward (the Ageless two-handed sword is part of your reward).



Casteless Ambush

Type: Combat

Start: Dust Town

Destination: Dust Town

Task: Survive a Dust Town ambush

Quest Tips: As soon as you enter Dust Town for the first time, you get jumped by a band of thugs. Beat them down.



The Chant in the Deeps

Type: Messenger

Start: Orzammar Commons

Destination: The Shaperate

Task: Speak to the Shaper of Memories on Brother Burkel's behalf

Quest Tips: Speak with Brother Burkel in the Orzammar Commons and proceed to the Shaperate in the Diamond Quarter. You need to get the Shaper's permission to open the Chantry by either:

Telling the Shaper that the Chantry's charities could aid Orzammar and passing a medium Persuasion check.

Asking the Shaper what harm it would do to let Burkel preach and passing a high Persuasion check.

Threatening the Shaper with forced conversion by a human army and passing a high Intimidation check.

If you succeed, return to Brother Burkel with the good news.



The Dead Caste

Type: Exploration

Start: The Dead Trenches

Destination: The Dead Trenches

Task: Find the four pieces of the Legion of the Dead armor

Quest Tips: Discover four codex entries pertaining to the Legion of the Dead armor throughout the Dead Trenches. Look for them in the following places:

The boots are in a sarcophagus in the room immediately to the left of the tunnel exit from the first bridge area where the legionnaires are fighting the darkspawn.

The gloves are in a sarcophagus in the room directly opposite the first containing a fire-breathing dwarven statue trap.

The breastplate is in a sarcophagus in the room with the hurlock emissary who summons skeletons.

The helmet is resting on the legion altar within the Legionnaire Shrine.

After you locate all four pieces, find the grave revealed by completing the codex located in the tunnel leading up to the broodmother and obtain the insignia. Return the insignia to the Shaperate in Orzammar.



The Drifter's Cache

Type: Exploration

Start: Caridin's Cross

Destination: Caridin's Cross

Task: Find four piles of rubble with codex entries

Quest Tips: There are four piles of rubble with codex entries to unlock the Drifter's Cache: a pile at the west exit, southwest of the bridge, in the central triangle, and east of the deepstalker cave. Once you've tagged all four, a new pile of rubble reveals itself in the south cave corridor where you can claim your reward.



Exotic Methods

Type: Crafting

Start: Herbalist Widron in Royal Palace

Destination: Herbalist Widron

Task: Craft a Dwarven Regicide Antidote

Quest Tips: You can only get access to this quest if you side with Bhelen early on. In the western chamber in the Royal Palace, speak with Herbalist Widron. He needs help making a special antidote, which requires a Master Herbalism skill and the following ingredients: elfroot (x4), lifestone (x2), flask, and concentrator agent (x2).



The Gangue Shade

Type: Combat

Start: Legion of the Dead Relic

Destination: Legion of the Dead Relic

Task: Defeat the Gangue Shade

Quest Tips: For this quest to be active, a party member must wear the complete Legion of the Dead armor set (requires 42 strength). Find the Legion of the Dead Relic and click on it. Defeat the Gangue Shade and claim your reward.



The Golem Registry

Type: Messenger

Start: Near the Anvil of the Void

Destination: The Shaperate

Task: Deliver a tracking to the Shaper

Quest Tips: Near the Anvil of the Void, you can make a tracing of the golem registry. Bring the tracing back to the Shaper and he will reward you.



Jammer's Stash

Type: Exploration

Start: Jammer's Journal in Carta Hideout

Destination: Carta Hideout

Task: Find Jammer's stash box

Quest Tips: Find Jammer's Journal early in the Carta Hideout. Then find three common boxes and take only the cheapest item out of each box:

Jammer's Common Box: Iron Letter Opener

Kanky's Common Box: Silver Ring

Pique's Common Box: Garnet Trinket

Discover Jammer's stash box near the tame brontos and open it for your reward.



The Key to the City

Type: Exploration

Start: Any of the locations around Orzammar

Destination: Diplomatic cache in the Assembly

Task: Unlock the diplomatic cache in the Assembly

Quest Tips: To unlock the diplomatic cache in the Assembly, access the following locations around Orzammar:

Hall of Heroes (find commission report)

Commons (find document on bridge to Proving)

Proving Grounds (find writ of censure in fighter's area)

Diamond Quarter (find council writ behind doors to Commons)

Dust Town (find Assembly directive in niche)



Lost to the Memories

Type: Messenger

Start: Orta in the Shaperate

Destination: Ortan Thaig

Task: Recover Ortan records

Quest Tips: Orta asks you to search for the long-lost House Ortan records in Ortan Thaig. Venture into Ortan Thaig and recover the records from a chest located in the main Thaig area. Even if you don't speak with Orta first, you can recover these records. Return the documents to Orta. You must leave Orzammar (and the Frostback Mountains) and return later to claim a reward from Orta in the Assembly.



Of Noble Birth

Type: Messenger

Start: Mardy

Destination: Bhelen or Harrowmont

Task: Gain a birthright for your illegitimate son

Quest Tips: This quest only becomes active if you are a dwarven noble player who indulged in the company of Mardy during the origin story. You encounter Mardy again when you return to Orzammar. Because you were exiled, your illegitimate son with Mardy is considered casteless. She wants you to restore the boy's birthright. You can get Bhelen or Harrowmont to accept the child into their house if you help them become king (or do so immediately after they have helped them acquire the crown). If you leave Orzammar without having Bhelen or Harrowmont grant the child status, the boy is doomed to life as a casteless dwarf.



Political Attacks

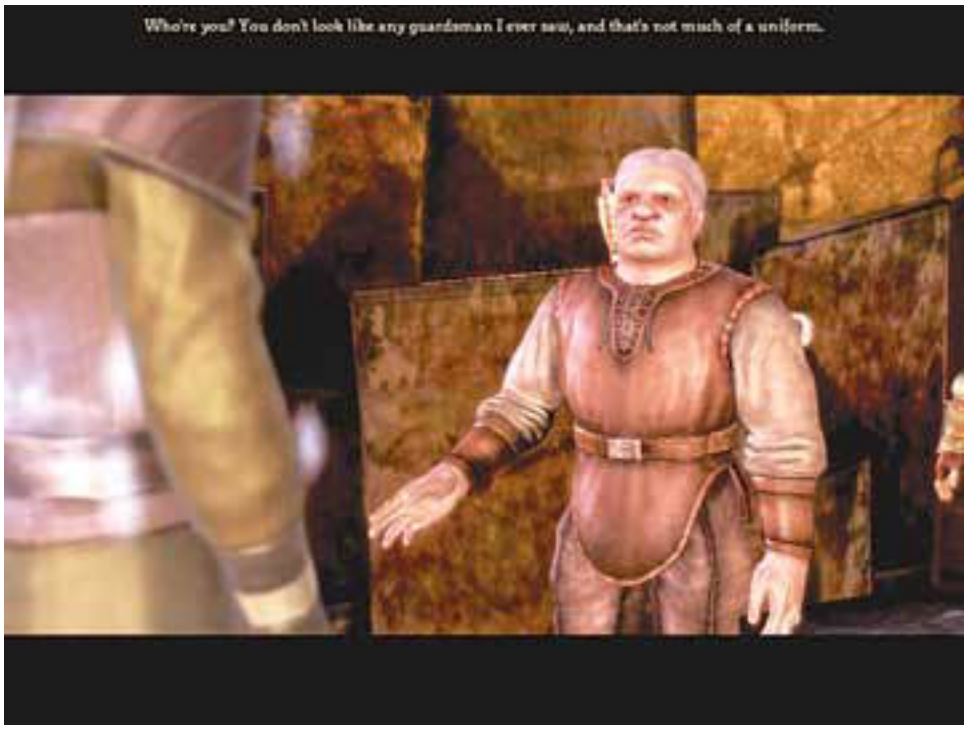
Type: Combat

Start: Faction Supporters

Destination: Three locations in Orzammar

Task: Defeat the faction supporters who want you dead

Quest Tips: There are three bands of faction supporters (for Lord Harrowmont if you support Bhelen, and for Bhelen if you support Harrowmont) in three different Orzammar locations: Commons, Diamond Quarter, and Proving Grounds. Defeat all three groups to finish the quest.



Precious Metals

Type: Messenger

Start: Dust Town

Destination: Godwin in the Circle Tower

Task: Deliver a shipment of expensive lyrium to Rogek's contact, Godwin

Quest Tips: Speak with the smuggler Rogek in Dust Town. You must buy a shipment of lyrium from Rogek to deliver to his contact, Godwin, in the Circle Tower. The shipment costs a whopping 50 gold (40 gold if you pass a medium Persuade check), and you must have the money or else Rogek walks away from you and the quest is dead. Travel to Godwin in the Senior Mage Quarters of the Circle Tower. Godwin will pay 50 gold for the lyrium shipment, or 60 gold, or 65 gold and a dagger (depending on how high your Persuade score is). After the delivery, return to Rogek and he will reward you with 10 gold (or as much as 20 or 25 gold depending on your Persuade score). If Rogek or Godwin are dead, the transaction cannot be completed. If you get stuck with the lyrium, you can always sell it to any merchant to recover some of your cost.



Proving After Dark

Type: Combat

Start: Proving Armsman in Proving Grounds

Destination: Proving Grounds

Task: Defeat a team of four Proving Grounds experts

Quest Tips: Talk to the Proving Armsman in the Proving Grounds fighter area. Accept his proposal to fight on the side and defeat four ranked opponents each match. The first match features three warriors and a blood mage. The second match features two warriors, a Dust Town thug, and a champion. Earn some respect and tiny bit of cash.



The Shaper's Life

Type: Exploration

Start: Wall of Memories in Shaperate

Destination: Three locations around Orzammar

Task: Consult three rune stones and return to the Wall of Memories

Quest Tips: Begin the quest by touching the Wall of Memories in the Shaperate. Seek out three rune stones around Orzammar: one near Mines Commander in the Commons, one in the southeast caves of Caridin's Cross, one in the west central room of the Dead Trenches. Once you have accessed all three rune stones, return to the Wall of Memories and receive XP as your reward.



Stalata Negat

Type: Exploration

Start: Dead Trenches

Destination: Four locations in the Dead Trenches

Task: Find four rune stones

Quest Tips: Find the four rune stones in the Dead Trenches at the following places: by the Gates of Bownammar, in the northeast room, near the north genlock emissary/ghost encounter, in the corridor before the broodmother cave.



Thief in the House of Learning

Type: Messenger

Start: Shaper Assistant Milldrate

Destination: Proving Grounds

Task: Track down the Shaperate stolen goods

Quest Tips: Talk to Shaper Assistant Milldrate to start the quest. Next, get a proving receipt from Shady Corebit in Dust Town. Then head to the Proving Grounds and demand "A Volume of Shaper History" book from Fixer Gredin. You can either return the book to Milldrate or sell it to Go-To Jertrin in the Proving Grounds.



Topsider's Honor

Type: Exploration

Start: Topsider's Hilt in Caridin's Cross

Destination: Warrior's Grave in Dead Trenches

Task: Reunite the three topsider's items at the Warrior's Grave

Quest Tips: Find Topsider's Hilt on the genlock emissary in south cave corridor of Caridin's Cross. Find the Topsider's Pommel in a vase in Ruck's cave. Examine the Warrior's Grave in the beginning of Ortan Thaig. Find the Topsider's Blade on an ancient darkspawn in southcentral Dead Trenches. Once you have all three items, return to the Warrior's Grave in Ortan Thaig and collect your reward.



Unintended Breakthrough

Type: Combat

Start: Side room in Royal Palace

Destination: Side room in Royal Palace

Task: Defeat the tunneling thieves

Quest Tips: When you first enter the area to the east in the Royal Palace, tunneling thieves will burrow up through the floor in the room with the brown cross on the floor. Defeat the tunneling thieves for some extra experience and thanks from the palace guards.



Zerlinda's Woe

Type: Messenger

Start: Dust Town

Destination: Tapster's Tavern

Task: Convince Zerlinda's father to take her back

Quest Tips: Speak with Zerlinda in Dust Town; she has been disowned for having a child with a casteless man. Seek out Zerlinda's father, Ordel, in Tapster's Tavern. If you tell Ordel that Zerlinda will die unless he takes her back, and you make a medium Persuade check, Ordel will agree to bring Zerlinda back into the family. If your Persuade score isn't high enough, you can tell Zerlinda to go to the surface where no one cares about castes, speak to Brother Burkel (if you've completed "The Chant in the Deeps" quest and set up a Chantry in Orzammar) and he will agree to take Zerlinda and her son in, or convince Zerlinda to leave the child in the Deep Roads with a medium Persuade check.

Ostagar



The Hungry Deserter

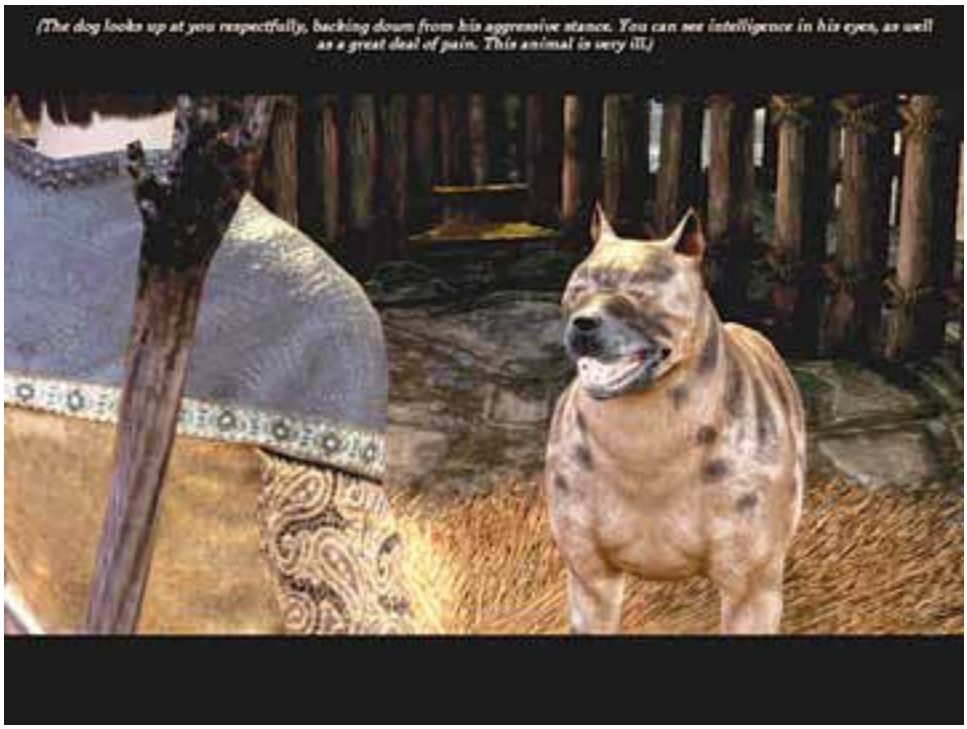
Type: Exploration

Start: King's Camp

Destination: King's Camp

Task: A hungry deserter of the King's Army is looking for his last meal. If helped, he may give up a key to a special chest, which is guarded by day but left unattended at night.

Quest Tips: You can accomplish this quest in one of two ways: kill the prisoner or persuade the guard to give his lunch to the prisoner. If you decide to kill the deserter, speak with the prisoner and offer your help. Ask him why you would want to help. After fi nding out about the key, kill the prisoner. During the night, approach the locked chest near the red tent and loot its contents. If you persuade the guard, give the prisoner the food and gain a small XP reward. Speak with the prisoner and get the key. During the night, approach the chest and loot its contents.



The Mabari Hound

Type: Exploration

Start: Human Noble Origin

Destination: Castle Cousland Pantry

Task: Meet up with Dog in the pantry

Quest Tips: In the Human Noble origin story, you can gain Dog as a companion by going to the kitchen, speaking with Nan, and then entering the pantry. Dog will become a member of your party. If you aren't of Human Noble origin, speak with the Kennel Master in Ostagar and complete "The Mabari Hound" quest. Return the wild flower from the Wilds to the Kennel Master to heal Dog, then he'll join you in a random encounter after Flemeth rescues you from the Tower of Ishal.

Party Camp



Restocking the Camp

Type: Collection

Start: Party camp emissaries

Destination: Various locations

Task: Trade in certain goods for experience at the party camp emissaries

Quest Tips: Each time you complete a major quest line, an emissary for that army will appear at party camp. For example, Emissary Pether appears in camp to represent the mages after you complete the "Broken Circle" quest line. You can trade in the following goods for experience points:

Elven Emissary: Deathroot, deep mushrooms, elfroot, metal shards

Werewolf Emissary: Nugs

Dwarven Emissary: Amethyst, malachite, sapphires, topaz

Arl Eamon's Emissary: 10 gold, 1 gold, 50 silver, 1 silver

Mage Emissary: Novice runes, Journeyman runes, Expert runes, Master runes

Redcliffe

Note: See the "Arl of Redcliffe" walkthrough for detailed maps that will help with side quest locations.



The Dwarven Veteran

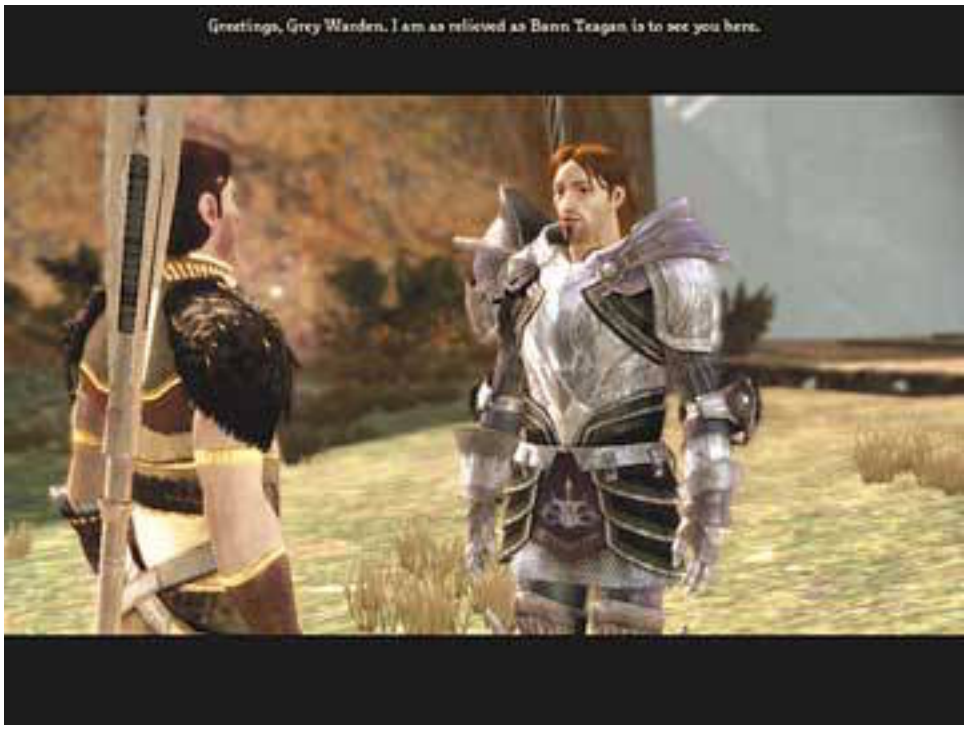
Type: Messenger

Start: Murdock in the village square

Destination: Dwyn's home in Redcliffe

Task: Persuade Dwyn to fight with the Redcliffe militia

Quest Tips: Dwyn, an experienced warrior, refuses to help defend the village. After speaking with Murdock, head to Dwyn's home in the village. Gain entrance by picking his lock or simply breaking the door down. Once you talk to Dwyn, convince him to help by using persuasion, intimidation, or a bribe. If you do not convince Dwyn to help before the battle starts, Dwyn will not participate. If you kill Dwyn and tell Murdock, the militia's morale will suffer.



Every Little Bit Helps

Type: Exploration

Start: Redcliffe General Store

Destination: Ser Perth

Task: Click on oil barrels and talk to Ser Perth

Quest Tips: Add fire to the village defenses with another defensive weapon. Go to the general store, click on the oil barrels there, then talk to Ser Perth and he'll agree to set up a flame trap for the undead on the upper-level path.



Lost in the Castle

Type: Exploration

Start: Owen in the Smithy

Destination: Valena in Redcliffe Castle

Task: Rescue Valena from the creatures in the castle

Quest Tips: To get Owen to aid the militia, you promise to look for his daughter lost in Redcliffe Castle. After "A Village Under Siege" is completed, enter the castle and look for Valena in a small storage room on the main floor (see the "Arl of Redcliffe" walkthrough maps for her exact location). Return to Owen for a reward. If Valena is not found before "The Possessed Child" is completed, Valena is lost forever. Even if you don't recover Valena, you can speak with Owen to receive a reward for your efforts. If you tell Owen the truth, he will kill himself. If you lie, he will not.



The Maker's Shield

Type: Messenger

Start: Ser Perth

Destination: Mother Hannah in the Chantry

Task: Speak with Mother Hannah to receive holy amulets for the militia

Quest Tips: Ser Perth wants Mother Hannah to provide holy protection for the coming battle. Even though Hannah insists no such thing exists, you can use your Persuade or Intimidate skill to convince her to provide the amulets. Return to Ser Perth with the amulets and his knights get a morale boost. If you do not convince Hannah to provide the amulets or do not inform Ser Perth that the amulets are available before the battle starts, the knights will fight without the amulets.



A Missing Child

Type: Exploration

Start: Redcliffe Chantry

Destination: Kaitlyn's House

Task: Find Kaitlyn's brother Bevin

Quest Tips: Speak with Kaitlyn in the Redcliffe Chantry and she gives you the "A Missing Child" side quest to find her brother Bevin. Find the boy hiding in the dresser at Kaitlyn's home. You can persuade/intimidate Bevin into giving you the key to a locked chest on the house's second floor that contains the magic family sword: The Green Blade. There is also a book in the house for another codex entry: The Legend of Calenhad: Chapter 1.



Spy!

Type: Exploration

Start: Bella or Lloyd in the tavern

Destination: Berwick in the tavern

Task: Reveal Berwick as a spy for Loghain

Quest Tips: Berwick, an elf in the tavern, is a spy sent by Loghain to keep an eye on Redcliffe Castle. Before you confront him, talk to Bella or Lloyd to learn Berwick's name. Knowing Berwick's name makes it easier to convince Berwick to reveal himself. You can also steal a letter from Berwick. Confronting Berwick with this evidence convinces him to reveal himself. After you've done one of those two things, speak with Berwick and uncover him as a spy. Berwick will initially deflect your questions, but there are several ways to break past his defenses:

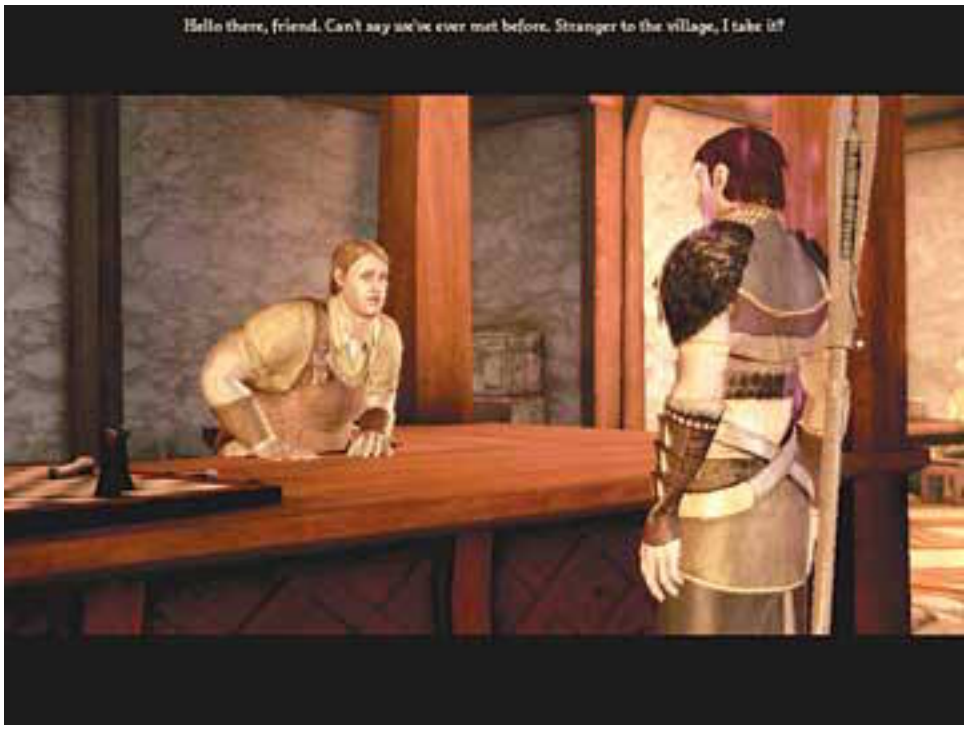
Calling Berwick by his name.

Asking about the letter you pickpocketed.

Having Zevran in your party.

Having Leliana in your party.

Don't allow Berwick to leave for "the Chantry" or he will be gone permanently. Instead, you can tell him to defend the village or attack and kill him.



Stiff Drink to Dull the Pain

Type: Messenger

Start: Militia in the tavern

Destination: Lloyd in the tavern

Task: Convince Lloyd to give out free drinks

Quest Tips: The bartender, Lloyd, has been charging the militia for ale. They believe they should drink for free. You can convince Lloyd to give out free drinks through your Persuade skill or Intimidate skill, or by paying for the drinks yourself. If Lloyd is killed or sent outside to fight, Bella will give the militia free ale. After the big battle, if you return to Lloyd, he will give you an item for helping out the town.

Warden's Keep



Ancient History

Type: Exploration
Start: Soldier's Peak
Destination: Warden's Keep
Task: Find four codex entries
Quest Tips: Collect any of the four codex entries around the Warden's Keep area. They are found at the statue, codex book, raspberry jam, and corpse (see the "Warden's Keep" walkthrough maps for exact locations). Once you have all four codex entries, examine Asturian's Portrait on the second floor of the keep. Recite the Grey Warden oath and reveal a secret chest labeled Asturian's Stash. The chest contains the sword Asturian's Might and the Shadow Belt.

Wide Open World



The Black Vials

Type: Combat

Start: Find a glass phylactery associated with the quest

Destination: Civil War location marked on world map

Task: Find six secret locations and defeat a revenant at each location

Quest Tips: Find the black vials located in the following six locations and slay the revenants guarding them:

Circle Tower (Senior Mage Quarters, statue room)

Denerim (Back Alley)

Orzammar Palace (back room)

Deep Roads (Caridin's Cross near exit)

Brecilian Ruins (Lower Ruins, small southeast room)

Brecilian Ruins (Lair of the Werewolf, northwest werewolf bedroom)



Dominance

Type: Exploration

Start: Any of the 10 locations

Destination: Various places

Task: Take control of Dog and mark 10 landmarks

Quest Tips: While in control of Dog, click on the following 12 locations:

King's Camp in Ostagar (Landmark Woodpile)

Lothering (Landmark Tree northeast of Lothering)
Dalish Camp (Landmark Tent—Zathrian's)

Brecilian West Forest (Landmark Tree beside Grand Oak)

Brecilian East Forest (Landmark Tent in Hermit's camp)

Lake Calenhad Docks (Landmark Boat by Sammael the Destroyer)

Redcliffe Village (Landmark Tree beside windmill)

Redcliffe Castle Courtyard (Landmark Tree in castle courtyard)

Denerim Alienage (Landmark Tree in center)

Denerim Market District (Landmark Wagon)

Once you mark a location, Dog receives a buff whenever he's in the area that's been marked, making him more effective in combat.



Unbound

Type: Combat

Start: Find an adventurer's corpse associated with the quest

Destination: Four various locations

Task: Find three adventurers and then confront Gaxkang in Denerim

Quest Tips: Find the adventurer's corpse in the Ruined Temple on the "Urn of Sacred Ashes" quest (southwest corridor). Find the adventurer's corpse in the Brecilian Ruins' Lower Ruins (south fire trap room). In Orzammar, head to Tapster's Tavern and speak to the adventurer within. Travel back to Denerim and head to the Dirty Back Alley. Open the house door on your left and kill Gaxkang for your reward, one of the best one-hand sword/shield combos in the game.

Random Encounters

Bandits love your gold, and hurlocks won't pass up a chance to disrupt your stroll through the countryside. Welcome to the wide open world that is Ferelden, full of fantastic locales from the

Frostback Mountains to the marshes around Flemeth's Hut, and all the random encounters in between. Except in *Dragon Age: Online*, even the "random" encounters have a story.



Random encounters are divided into three main categories: world encounters, plot encounters, and random encounters. World encounters appear as actual map locations when a certain set of circumstances happen. Plot encounters trigger when circumstances around companions occur. Random encounters play out exactly as they sound: they spring on you randomly as you travel from main location to main location.



Each time you leave a location and journey across the world map, you run the risk of a random encounter. It's the wilds of Ferelden, after all. Most long journeys will trigger an encounter, though you can only run into a single random encounter on the same trip. Certain storyline-driven encounters occur at set points during your adventure, and you will only see them once. Other, more common, encounters may happen more than once, though it's rare to run into repeats unless you spend more time on the road than a gold-lusting trader.

Note: When you head to your party camp, you will almost never trigger a random encounter. However, when you leave your party camp, you may very well find yourself walking into another ambush.



Most encounters involve enemy numbers much greater than your party's size. Don't forget your standard battle tactics: warrior tanking the toughest foes, rogue dishing out damage wisely, mage lending AoE damage or timely healing. Use the terrain to your advantage. Cover can shield you from ranged fire, and obstacles such as fences and rocks can minimize flanking attempts. In the encounters where it's not a pure hack-and-slash battle royale, think about consequences of your actions and what appeals most to your style of play and character's personality.



Remember, the Blight doesn't just seep up from the Deep Roads or engulf Lothering; it's everywhere. Always prepare for a fight on the road, and your party will live to see their veteran days.

World Encounters

When these areas become accessible they can be found on the world map. Look for signs of civil war, darkspawn feeding, and refugees fleeing the carnage of their homelands.

Brothers and Sons

Trigger: Chanter's Board

Map: Battlefield

Description: You come upon the remains of a battlefield.

Actions: Before looting the bodies on a battlefield you have to battle wolves scavenging the corpses. A bear arrives later.

Caravan Down

Trigger: Chanter's Board

Map: Forest Meadow

Description: Coming around the bend, you can see darkspawn looking over their recent kills. It's not until you approach that they notice you and attack.

Actions: Defeat the darkspawn. Bodies to loot at the end.

Desperate Haven

Trigger: Accept the quest from the Chanter's Board in the Denerim Market District.

Map: Abandoned Meadow

Description: You arrive just in time to see some refugees about to be assaulted by a sizable darkspawn force. You must protect the refugees from the darkspawn.

Actions: Saving all or some of the refugees just nets you their thanks.

Jowan's Intention

Trigger: Chanter's Board

Map: Hillside Path

Description: A short reunion with Jowan is interrupted by an attack from Blight-ridden beasts.

Actions: Jowan is trying to protect some refugees; you can work with him to save the innocents. When talking to Jowan, you can choose to put him to death for his crimes; however, the refugees with him won't understand and you will have to beat Jowan and the refugees. Alternately, you don't have to save Jowan or the refugees. The beasts will be fixated on Jowan and the refugees. Let them finish each other off and pick off any remaining beasts.

Loghain's Push

Trigger: Accept the quest from the Chanter's Board in the Denerim Market District.

Map: Forest Outcropping

Description: Loghain's troops are fighting the Bannorn. It's your job to help the Bannorn and kill Loghain's troops.

Actions: Defeat all of Loghain's troops to save the Bannorn troops and complete the quest. You can watch the two sides kill each other completely off as well. The quest is still completed in either case.

Plot Encounters

Plot encounters are triggered by a certain set of circumstances, and always take precedence over other kinds of random encounters.

Darkspawn Ambush!

Trigger: Player has to become warm with Wynne, make sure she is in your party, and talk to Wynne about abominations. One of the next major random encounters should be this one.

Map: Hillside Path

Description: It starts out as a very typical darkspawn encounter, but it ends with Wynne collapsing and showing something else is wrong.

Actions: Fight and defeat the darkspawn. On the way out of the area (to the north) Wynne will stumble and collapse. She says it's nothing and she'll talk about it later. To follow up with her, talk to her again at the camp, and push the topic.

The Dog

Trigger: If the player is not a Human Noble and saved the Mabari Hound in Ostagar, this occurs as a random ecounter just prior to Lothering.

Map: Plains/Highway Road

Description: If the player has not obtained Dog as a companion from the Human Noble origin and has cured Dog in Ostagar, the party will encounter Dog being chased by darkspawn on the way to Lothering.

Actions: Simply fight the darkspawn and rescue Dog. If you would like to invite Dog to accompany you, you can do so in the conversation with him after the fight. This is the only opportunity to get Dog in your party if you are not a Human Noble.

Harassed from the Past

Trigger: This is part of Leliana's personal quest. After she talks about Marjolaine, the next major random encounter should be this one as long as Leliana is in the party.

Map: Forest Stream

Description: After discussing Marjolaine, the player is ambushed by assassins.

Actions: Defeat the assassins. The leader will surrender and give you the next lead to search for Marjolaine in Denerim. You have the option to kill him. Aside from Leliana being displeased with you, ending his life won't do anything else.

The Long Road

Trigger: This occurs as a random encounter shortly after Lothering and should happen within the first few trips.

Map: Plains/Highway Road

Description: Caught in an ambush, the player turns the tables and gets the unique chance to have one of the assassins join his cause.

Actions: You meet a traveler on the road who says she was attacked by bandits. She'll ask you to follow her and run off. When you catch up, it becomes clear it was a setup. Kill all the bandits, and you'll find one survivor: their leader, Zevran. You can let him join you as a companion or leave him to die.

Low Road

Trigger: Have the "Darkspawn Ambush!" encounter as above and talk to Wynne back at camp about the ordeal. She will tell you she died in the tower and was revived and now sustained by a good spirit from the Fade that she believes to be a spirit of faith. The next major encounter should be this one.

Map: Plains/Highway Road

Description: In a planned darkspawn ambush, the party is defeated, only to have Wynne revive and bring them back from the brink of death. She discovers the spirit within herself.

Actions: While Wynne is enveloped by the spirit she will be a much more powerful spellcaster. Use her magic against the superior darkspawn numbers. The darkspawn omega is the greatest threat on top of the cliff. Once this is over, she will have unlocked her ability to summon the spirit of faith. Use it as any other talent.

Random Encounters

Most of your traveling encounters will be random from this list. Prepare to battle through more enemies. A few encounters will test your wits, and one will test your pocketbook.

Axe in the Stump

Trigger: Insanely low chance of triggering.

Map: Strange Wood

Description: An old axe is lodged in a stump. Peasants are convinced that whoever pulls it out will be in line to be the next ruler of Ferelden.

Actions: There is no combat in this encounter. Simply pull the axe from the stump. It may not make you the next ruler of Ferelden, but at least you'll get a nice axe from the deal.

Bandits

Trigger: Low chance during travels to any forest location.

Map: River Crossing

Description: Party is caught in a bandit ambush by a stream.

Actions: Defeat the bandits.

Demons

Trigger: After the mage tower has fallen, during a plains visit.

Map: Steep Path

Description: A little off the beaten path where the Veil has thinned since the fall of the mages' tower, a group of fire demons are being created from living fire.

Actions: Defeat the flaming demons.

Demons 2

Trigger: After the "Broken Circle," and only if the tower has fallen.

Map: Lakeside Road

Description: After the tower has fallen, the templars are still cleaning up the remnants. Now they're over their heads in demons, and you must help them.

Actions: Defeat all the demons. Rescue as many templars as possible.

Dwarven Army

Trigger: After "Paragon" plot is completed.

Map: Winding Road

Description: A group of dwarves from Orzammar fight the darkspawn.

Actions: Defeat the darkspawn and save the dwarves.

Elven Army

Trigger: After "Nature of the Beast." You must have allied with the elves.

Map: Rocky Road

Description: Group of elves from your army fight the darkspawn.

Actions: Defeat the darkspawn and save the elves.

Elves and Werewolves

Trigger: After completing "Nature of the Beast" if you did not free the elves from the curse. Small chance traveling to forest locations.

Map: Forest Path

Description: The elves and werewolves are fighting each other. Help your ally.

Actions: Help the side you allied with.

Mages

Trigger: After the "Broken Circle," assuming you saved the mages.

Map: Roadside

Description: A group of mages is beset by darkspawn.

Actions: Protect the mages and kill the darkspawn.

One Ring

Trigger: Very small chance at any time while traveling to a forest location.

Map: Treacherous Path

Description: Get ambushed by some shades, including a greater shade, after seeing a pair of elves.

Actions: Defeat the shades and claim the treasure, including the ring on the bodies.

Orzammar Rebels

Trigger: Finish "Paragon."

Map: Forest Incline

Description: Dwarven rebels from the opposing faction track you down and lay an ambush.

Actions: The dwarven clan that didn't get the throne will ambush your party. Defeat them.

Redcliffe Army

Trigger: After Arl Eamon awakens.

Map: Roadside Field

Description: Soldiers from Redcliffe fight a unit of darkspawn.

Actions: Defeat the darkspawn and rescue the soliders.

Spiders

Trigger: Chance any time while traveling to a forest location.

Map: Dark Forest

Description: Combat in a spider-infested forest.

Actions: Through this snake-like forest, spiders will drop from the trees to attack. Defeat them all. Then defeat the spider queen. Watch out for the web traps.

Stealing Payback

Trigger: If you pickpocketed or stole from the Dalish elves, this will trigger traveling to some forest location afterward.

Map: Wooded Hills

Description: An elf hunter named Melora will track you down if you've stolen from the Dalish elves.

Actions: Defeat Melora and her hunters.

Super Metal (DLC Only)

Trigger: Very small chance of occurring during travels to the plains locations.

Map: The Crater

Description: Encounter a couple who visited a recent meteor crash site. They leave, but some ore is left behind.

Actions: Watch the cutscene, go into the crater. You can get a hunk of "star metal" in this random encounter, and if you bring that to a blacksmith named Mikhael in the Grey Warden base at Soldier's Peak (downloadable content), he'll craft it into a weapon for you. Mikhael shows up only once you've completed that plot (made the fortress secure). The choice of

weapon is: Starfang (Longsword, dexterity +3, damage +3, armor penetration +5) or Starfang (Greatsword, strength +3, armor penetration +5, attack +8).

Surprising the Bandits

Trigger: Traveling to a forest location, small chance.

Map: Twisted Path

Description: You get to ambush bandits this time around if you like.

Actions: Choose to either attack the bandits, or try to sneak past them. If you wait, you will be discovered and have to fight them anyway. To sneak past them, back up from your listening point, turn left and follow the path down. Skirt the outside of the camp and you can avoid them entirely.

Templars

Trigger: After stealing (pickpocketing) in the "Broken Circle" tower, and finishing the "Broken Circle" plot.

Map: Narrow Road

Description: You've been caught stealing from the templars. Either pay up or face justice.

Actions: The templars stop you on the road and accuse you of stealing. They charge you a fee based on your character's level, in compensation. If you pay, they will leave. If you don't pay, you will have a rather difficult fight.

Traveling Merchant

Trigger: Low chance of happening any time while traveling to a non-forest location.

Map: Gentle Path

Description: There is no battle here, only a merchant selling his wares.

Actions: This encounter is repeatable. The merchant here sells various odds and ends, and he will pop up now and then. You can buy some gifts for the companions here. You may want to wait on weapons and armor: if you come back later they will be more powerful, but if you bought the items earlier, he will be out of stock.

Twisted Beasts

Trigger: Medium chance at any time when traveling to plains locations.

Map: The Low Road

Description: Blighted creatures attack the party.

Actions: Defeat the Blighted creatures.

Werewolf Army

Trigger: After "Nature of the Beast," assuming the elves' curse wasn't lifted. You must have allied with the werewolves.

Map: Wooded Highway

Description: The werewolves fight darkspawn on the road. They need your help.

Actions: Defeat the darkspawn and save the werewolves.

Werewolves

Trigger: After "Nature of the Beast" is completed and if the curse wasn't lifted from the elves. Traveling to a forest region.

Map: Forest Clearing

Description: A group of werewolves ambush the player.

Actions: A group of werewolves surround and ambush the party.

Wild Sylvans

Trigger: After "Nature of the Beast," traveling to any forest location.

Map: Twisted Forest

Description: Attacked by the forest itself.

Actions: The sylvans surround the party from all sides. Defeat them.

Wolves

Trigger: Medium chance at any time.

Map: Desolate Highway

Description: Attacked by a group of wolves on the highway.

Actions: Defeat the wolves. Try to avoid the traps.

Achievements

There are so many accomplishments in *Dragon Age: Origins* that it will take you several game lifetimes to achieve them all. You could max out the perfect warrior at level 20 and still not be anywhere close to fulfilling all the Achievements; it will take several full game plays with all three classes to fill your Achievements tab with all those fabulous medallions. So where do you start and how do you know how much you've done?

Who doesn't have fun collecting all these titles? Sure, you've got your standard storyline ones—Hero of Redcliffe for completing "The Arl of Redcliffe" quest line or Annulment Invoker for siding with the templars in the "Broken Circle" quest line—but you also have Achievements for combat (inflict 250 damage in a single hit, yet?), romancing companions, crafting, mastering spell blocks, setting traps, using a tome, and even setting foot in every area of the game. Achievement difficulty ranges from the supremely difficult (Dragonslayer) to the relatively painless (Last of the Wardens). Of course, the aptly named Perfectionist is awarded to the player who really has explored the game thoroughly and discovered all possible endings.

The following charts show all the Achievements for both the PC and console versions. Each Achievement lists the requirements, as well as whether it's a secret or not. The console chart also gives you all the Gamerscore points for the Xbox 360® and Trophy awards for the PLAYSTATION®3. Combat Achievements lean toward the hack-and-slash player. Companions deal with romance and the final battle, while Origins reward you for completing the early introduction quests. Personal Achievements can be accomplished by your own actions, such as crafting items, disabling traps, hitting the level 20 cap, learning specializations and all of one spell/talent school, persuading and intimidating, and more. Finally, questing Achievements revolve around the storyline and its effect on your PC.

So, if you want your player profile looking more like a Trophy wall than a bare cupboard, get back into the game and kill your 1,000 darkspawn already.

Show PC Achievements

Title	Descripiton	Type	Secret?
A Dark Promise	Defeated the archdemon and, through a dark ritual with Morrigan, spared your own life	Companions	Secret
Accomplished Rogue	Main character learned all Rogue talents	Personal	No
Accomplished Warrior	Main character learned all Warrior talents	Personal	No
Annulment Invoker	Sided with the templars in "Broken Circle"	Questing	Secret
Archery Master	Main character learned all Archery talents	Personal	No
Archmage	Main character achieved level 20 as a mage	Personal	No
Battery	Killed 50 enemies using the Assault talent	Combat	No
Bhelen's Ally	Sided with Bhelen in "A Paragon of Her Kind"	Questing	Secret
Blackstone Auxillary	Completed a job-board quest for the Blackstone Irregulars	Questing	No
Blight Queller	Killed 1,000 darkspawn	Combat	No

Bloodied	Completed an origin story without the main character ever falling in battle	Origin	No
Bully	Succeeded at 5 difficult Intimidate attempts	Personal	No
Casteless	Completed the Dwarf Commoner origin story	Origin	Secret
Ceremonialist	Defied the Cult of Andraste in "The Urn of Sacred Ashes"	Questing	Secret
Clever	Set a trap or inscribed a glyph	Personal	No
Conjurer	Main character learned all Creation spells	Personal	No
Conscripted	Completed the City Elf origin story	Origin	Secret
Corrupted	Completed the Dalish Elf origin story	Origin	Secret
Crafty	Crafted 25 items	Personal	No
Crusher	Killed 50 enemies using the Mighty Blow talent	Combat	No
Defender	Preserved the lives of half the troops at Denerim's Gates in "The Final Battle"	Questing	Secret
Diabolist	Took advantage of Avernus's research	Downloadable Content	Secret
Dragonslayer	Defeated the dragon guarding the Urn of Sacred Ashes	Combat	Secret
Dual Weaponry Master	Main character learned all Dual Weapon talents	Personal	No
Easily Sidetracked	Completed 75% of all side-quests	Questing	No
Easy Lover	Experienced the thrill of romance with Zevran	Companions	Secret
Educated	Used a tome to improve the main character's attributes, talents, spells, or skills	Personal	No
Elementalist	Main character learned all Primal spells	Personal	No
Elite	Main character learned two specializations	Personal	No
First Knight	Experienced the thrill of romance with Alistair	Companions	Secret
Grey Warden	Killed 100 darkspawn	Combat	No
Harrowed	Completed the Magi origin story	Origin	Secret
Harrowmont's Ally	Sided with Harrowmont in "A Paragon of Her Kind"	Questing	Secret

Heavy Hitter	Main character inflicted 250 damage with a single hit	Combat	No
Hero of Redcliffe	Completed "The Arl of Redcliffe"	Questing	Secret
Hexer	Main character learned all Entropy spells	Personal	No
Hopelessly Romantic	Across all playthroughs, experienced all possible romances	Companions	No
I'm Kind of a Big Deal	Completed the entire game without the main character ever falling in battle	Questing	Secret
Indestructible	Completed "The Landsmeet" without the main character ever falling in battle	Questing	Secret
Insidious	Set 25 traps or glyphs	Personal	No
Kinslayer	Completed the Dwarf Noble origin story	Origin	Secret
Last of the Wardens	Completed Ostagar	Origin	Secret
Last of Your Line	Completed the Human Noble origin story	Origin	Secret
Liberator	Destroyed the Anvil of the Void	Questing	Secret
Lightning Reflexes	Disabled 25 traps	Personal	No
Lockpicker	Picked the lock on a chest or door	Personal	No
Magic Sympathizer	Sided with the mages in "Broken Circle"	Questing	Secret
Master Lockpicker	Picked the locks on 50 chests or doors	Personal	No
Master of Arms	Main character achieved level 20 as a warrior	Personal	No
Master of the Peak	Completed Soldier's Peak	Downloadable Content	No
Master Warden	Killed 500 darkspawn	Combat	No
Menacing	Succeeded at 10 difficult Intimidate attempts	Personal	No
Mercenary	Complete 15 job-board quests	Questing	No
Nimble	Disabled a trap	Personal	No
Perfectionist	Discovered all possible endings (Sacrifice Yourself, Sacrifice Alistair, Sacrifice Loghain, and Morrigan's Ritual)	Questing	No
Persuasive	Succeeded at 5 difficult Persuasion attempts	Personal	No
Pickpocket	Successfully picked someone's pocket	Personal	No

Pilgrim	Completed a Chanter's Board quest	Questing	No
Poacher	Sided with the elves in "Nature of the Beast"	Questing	Secret
Pragmatist	Preserved the Anvil of the Void	Questing	Secret
Rabble-Rouser	Completed "The Landsmeet"	Questing	Secret
Recruiter	Across all playthroughs, recruited all party members	Companions	No
Redeemer	Allowed Loghain to make a great sacrifice in defense of Ferelden	Companions	Secret
Resilient	Completed Ostagar without the main character ever falling in battle	Origin	Secret
Rock and a Hard Place	Completed "A Golem in Honnleath"	Downloadable Content	No
Sacrilegious	Sided with the Cult of Andraste in "The Urn of Sacred Ashes"	Questing	Secret
Shadow	Main character achieved level 20 as a rogue	Personal	No
Sharpshooter	Killed 50 enemies using the Arrow of Slaying talent	Combat	No
Shield Master	Main character learned all Weapon and Shield talents	Personal	No
Silver Tongued	Succeeded at 25 difficult Persuasion attempts	Personal	No
Slayer	Sided with the werewolves in "Nature of the Beast"	Questing	Secret
Standard-Bearer	Used the Grey Warden treaties to recruit all possible allies	Questing	Secret
Stone's Lament	Completed "A Golem's Memories"	Downloadable Content	Secret
Streetwise	Completed a job-board quest for the elusive "K," "D," or "R"	Questing	No
Tactician	Main character killed 250 enemies without them inflicting damage	Combat	No
Thaumaturgist	Main character learned all Spirit spells	Personal	No
The Collective Friend	Completed a job-board quest for the Mages' Collective	Questing	No
The Punisher	Killed 50 enemies using the Punisher talent	Combat	No
The Ultimate Sacrifice	Made the ultimate sacrifice in defense of Ferelden	Personal	Secret

Tinkerer	Crafted an item	Personal	No
Traveler	Set foot in every area in the game	Questing	No
Two-Handed Weapon Master	Main character learned all Two-Handed talents	Personal	No
Veteran	Main character learned a specialization	Personal	No
Warden-Commander	Commanded Alistair to make a great sacrifice in defense of Ferelden	Companions	Secret
Whirling Dervish	Killed 50 enemies using the Whirlwind talent	Combat	No
Wine, Woman, and Song	Experienced the thrill of romance with Leliana	Companions	Secret
Witch Gone Wild	Experienced the thrill of romance with Morrigan	Companions	Secret

Console Achievements

Title	Method of Achievement	Xbox Gamerscore Points Awarded	PS3 Trophy Awarded	Secret?
A Dark Promise	Defeated the archdemon and, through a dark ritual with Morrigan, spared your own life	50	Gold	Secret
Annulment Invoker	Sided with the templars in "Broken Circle"	20	Bronze	Secret
Archmage	Main character achieved level 20 as a mage	25	Silver	No
Bhelen's Ally	Sided with Bhelen in "A Paragon of Her Kind"	20	Bronze	Secret
Blight Queller	Killed 1,000 darkspawn (multiple playthroughs possible)	25	Gold	No
Bloodied	Completed an origin story without the main character ever falling in battle	10	Bronze	No
Bully	Succeeded at five difficult Intimidate attempts	10	Bronze	No
Casteless	Completed the Dwarf Commoner origin story	10	Bronze	Secret
Ceremonialist	Defied the Cult of Andraste in "The Urn of Sacred Ashes"	20	Bronze	Secret

Conscripted	Completed the City Elf origin story	10	Bronze	Secret
Corrupted	Completed the Dalish Elf origin story	10	Bronze	Secret
Defender	Preserved the lives of half the troops at Denerim's Gates in "The Final Battle"	20	Bronze	Secret
Diabolist	Took advantage of Avernus' research (DLC only)	25	Bronze	Secret
Dragonslayer	Defeated the dragon guarding the Urn of Sacred Ashes	30	Silver	Secret
Easy Lover	Experienced the thrill of romance with Zevran	10	Bronze	Secret
Educated	Used a tome to improve the main character's attributes, talents, spells, or skills	15	Bronze	No
Elite	Main character learned two specializations	30	Bronze	No
First Knight	Experienced the thrill of romance with Alistair	10	Bronze	Secret
Grey Warden	Killed 100 darkspawn (multiple playthroughs possible)	20	Bronze	No
Harrowed	Completed the Magi origin story	10	Bronze	Secret
Harrowmont's Ally	Sided with Harrowmont in "A Paragon of Her Kind"	20	Bronze	Secret
Heavy Hitter	Main character inflicted 250 damage with a single hit	10	Bronze	No
Hero of Redcliffe	Completed "The Arl of Redcliffe"	20	Bronze	Secret
Hopelessly Romantic	Across all playthroughs, experienced all possible romances	25	Bronze	No
Kinslayer	Completed the Dwarf Noble origin story	10	Bronze	Secret
Last of the Wardens	Completed Ostagar	20	Bronze	Secret
Last of Your Line	Completed the Human Noble origin story	10	Bronze	Secret
Liberator	Destroyed the Anvil of the Void	20	Bronze	Secret

Magic Sympathizer	Sided with the mages in "Broken Circle"	20	Bronze	Secret
Master of Arms	Main character achieved level 20 as a warrior	25	Silver	No
Master of the Peak	Completed Soldier's Peak (DLC only)	25	Bronze	No
Master Warden	Killed 500 darkspawn (multiple playthroughs possible)	25	Silver	No
Menacing	Succeeded at 10 difficult Intimidate attempts	20	Bronze	No
Mercenary	Complete 15 job-board quests	20	Bronze	No
Perfectionist	Discovered all possible endings (Sacrifice Yourself, Sacrifice Alistair, Sacrifice Loghain, and Morrigan's Ritual)	50	Bronze	No
Persuasive	Succeeded at five difficult Persuasion attempts	10	Bronze	No
Pilgrim	Completed a Chanter's Board quest	10	Bronze	No
Poacher	Sided with the elves in "Nature of the Beast"	20	Bronze	Secret
Pragmatist	Preserved the Anvil of the Void	20	Bronze	Secret
Rabble-Rouser	Completed "The Landsmeet"	20	Bronze	Secret
Recruiter	Across all playthroughs, recruited all party members	25	Bronze	No
Rock and a Hard Place	Completed "A Golem in Honnleath" (DLC only)	25	Bronze	No
Sacrilegious	Sided with the Cult of Andraste in "The Urn of Sacred Ashes"	20	Bronze	Secret
Shadow	Main character achieved level 20 as a rogue	25	Silver	No
Silver Tongued	Succeeded at 25 difficult Persuasion attempts	20	Bronze	No
Slayer	Sided with the werewolves in "Nature of the Beast"	20	Bronze	Secret
Standard-Bearer	Used the Grey Warden treaties to recruit all possible allies	20	Bronze	Secret

Stone's Lament	Completed "A Golem's Memories" (DLC only)	25	Bronze	Secret
The Ultimate Reward	Completed all Trophies (PS3 only)	—	Platinum	No
The Ultimate Sacrifice	Made the ultimate sacrifice in defense of Ferelden	50	Gold	Secret
Tinkerer	Crafted an item	10	Bronze	No
Traveler	Set foot in every area in the game	35	Bronze	No
Veteran	Main character learned a specialization	25	Bronze	No
Wine, Woman, and Song	Experienced the thrill of romance with Leliana	10	Bronze	Secret
Witch Gone Wild	Experienced the thrill of romance with Morrigan	10	Bronze	Secret

Character Generation

Gender and Race



Note: Your race selection has a major impact on your origin story. Elves and dwarves have access to two unique origin stories; humans have access to one unique origin story, and they share the mage origin story with the elves. Race also affects how certain NPCs interact with you in the game.

First you choose your gender, male or female; it's cosmetic and has only small bearings on the story regarding romantic encounters. Next, select one of three races: human, elf, or dwarf. Humans and elves have access to all three classes. Dwarves do not have access to the mage class. Humans gain versatility across the board: +1 strength, +1 dexterity, +1 magic, and +1 cunning. Elf bonuses tend toward the mage class: +2 magic, +2 willpower. Dwarves give fighting bonuses: +1 strength, +1 dexterity, +2 constitution. Due to their natural magic resistance (and reason a dwarf cannot be a mage), a dwarf character gains a 10 percent chance to resist hostile magic. If you enjoy maximizing your character's stats from the start, pick a race whose bonuses complement your career choice.

Warrior							
Attributes	Human	Elf	Dwarf	Class Bonuses	Human Bonuses	Elf Bonuses	Dwarf Bonuses
Strength	15	14	15	4	1	—	1
Dexterity	14	13	14	3	1	—	1
Willpower	10	12	10	—	—	2	—
Magic	11	12	10	—	1	2	—
Cunning	11	10	10	—	1	—	—
Constitution	13	13	15	3	—	—	2
Mage							
Attributes	Human	Elf	Dwarf	Class Bonuses	Human Bonuses	Elf Bonuses	Dwarf Bonuses
Strength	11	10	—	—	1	—	1
Dexterity	11	10	—	—	1	—	1
Willpower	14	16	—	4	—	2	—
Magic	16	17	—	5	1	2	—
Cunning	12	11	—	1	1	—	—
Constitution	10	10	—	—	—	—	2
Rogue							
Attributes	Human	Elf	Dwarf	Class Bonuses	Human Bonuses	Elf Bonuses	Dwarf Bonuses
Strength	11	10	11	—	1	—	1
Dexterity	15	14	15	4	1	—	1
Willpower	12	14	12	2	—	2	—
Magic	11	12	10	—	1	2	—
Cunning	15	14	14	4	1	—	—
Constitution	10	10	12	—	—	—	2

Class



As previously mentioned, choose your class for the whole game experience, not simply for the small attribute bonuses during character creation. However, it's good to know what you're getting when you launch a career. Warriors gain +4 strength, +3 dexterity, +3 constitution. As you would expect, these are all nice bonuses to the stats that aid you most in combat. Mages gain +5 magic, +4 willpower, +1 cunning. These bonuses scale in favor of the mental faculties, which proves highly useful when casting spells and storing larger amounts of mana. Rogues gain +4 dexterity, +2 willpower, +4 cunning. With nimble hands and tongue, the rogue particularly needs the attribute bonuses to dexterity and cunning. Here is a brief rundown on the three classes; for more, turn to the Classes chapter and flip to the appropriate class section.

Warrior

Warriors use the best weapons and armor. They need them, because they are the ones who charge into combat and take on foes face first. They can withstand large amounts of damage, and can inflict even more damage back on their adversaries.

Mage

Mages tap into spells instead of talents. These spells range from healing to devastating AoE blasts to defensive buffs for the mage's companions. They tend to stay out of hand-to-hand combat and cast their magic from behind the protection of warriors and rogues.

Rogue

In between warriors and mages in terms of toughness, the rogue has many talents (and we're not just talking about the abilities you unlock level by level!). Rogues can learn to pick locks, spot traps, and deal lethal backstabs from behind enemy targets.

Specializations

Each class has four specializations associated with it. These specializations grant stat bonuses too. For example, a warrior champion gains +2 willpower, +1 cunning; a mage shapeshifter gains +2 constitution, +1 armor; and a rogue duelist gains +2 dexterity, +1 damage. However, because you don't open your first specialization until level 7, it shouldn't hold much bearing on stat considerations. Rather, you may consider the specialization abilities on what sort of character you'd like to play down the line. For more information on specializations, their abilities, and the methods to obtain them, see the appropriate class sections of the Classes chapter.

Warrior

Berserker

Specialization bonuses: +2 strength, +10 health

Description: The first berserkers were dwarves. They would sacrifice finesse for a dark rage that increased their strength and resilience. Eventually, dwarves taught these skills to others, and now berserkers can be found among all races. They are renowned as terrifying adversaries.

Champion

Specialization bonuses: +2 willpower, +1 cunning

Description: The champion is a veteran warrior and a confident leader in battle. Possessing skill at arms impressive enough to inspire allies, the champion can also intimidate and demoralize foes. These are the heroes you find commanding an army, or plunging headlong into danger, somehow making it look easy.

Reaver

Specialization bonuses: +1 constitution, +5 physical resistance

Description: Demonic spirits teach more than blood magic. Reavers terrorize their enemies, feast upon the souls of their slain opponents to heal their own flesh, and can unleash a blood frenzy that makes them more powerful as they come nearer to their own deaths.

Templar

Specialization bonuses: +2 magic, +3 mental resistance

Description: Mages who refuse the Circle's control become apostates and live in fear of a templar's powers—the ability to dispel and resist magic. As servants of the Chantry, the

templars have been the most effective means of controlling the spread and use of arcane power for centuries.

Mage

Arcane Warrior

Specialization bonuses: +1 dexterity, +5 attack

Description: Among the ancient elves, there were mages who trained their magical arts to augment their martial prowess. They channeled magical power through their weapons and bodies, becoming terrors on the battlefield. Most consider these skills lost forever, but they may still linger in forgotten corners of the world. Arcane warriors may learn to use their magic score to satisfy the strength requirement to equip higher-level weapons and armor.

Blood Mage

Specialization bonuses: +2 constitution, +2 spellpower

Description: Every mage can feel the dark lure of blood magic. Originally learned from demons, these dark rites tap into the power of blood, converting life into mana and giving the mage command over the minds of others. Such power comes with a price, though; a blood mage must sacrifice his own health, or the health of allies, to fuel these abilities.

Shapeshifter

Specialization bonuses: +2 constitution, +1 armor

Description: Rumors speak of barbarians who hold secrets of transforming the body into the form of animals. The Circle of Magi denies such rumors, but this rare art survives in the forgotten corners of Thedas. Mastery of their bodies allows shapeshifters some protection, even in human form, making them durable opponents and staunch allies.

Spirit Healer

Specialization bonuses: +2 magic, minor combat health regeneration

Description: Not all entities of the Fade are demonic. Many are benevolent entities consisting of life energy, which can be called upon to mend flesh and heal disease. Spirit healers focus on channeling the energies granted by these spirits, making them indispensable members of a party of adventurers.

Rogue

Assassin

Specialization bonuses: +2 dexterity, +2.5 percent critical chance

Description: The assassin finds any notion of fairness a quaint ideal that has no place in combat. Poisons are their weapon of choice, as are crippling strikes that inflict persistent wounds on their foes. As killers, assassins are a marvel of stealth and efficiency.

Bard

Specialization bonuses: +2 willpower, +1 cunning

Description: Bards follow an Orlesian tradition, acting as assassins, spies, and saboteurs, and following other secretive pursuits in the constant, and sometimes petty, struggles between nobles. Having taken the minstrel's art to new levels, bards are skilled performers and master manipulators. They can inspire their allies or dishearten their foes through song and tale.

Duelist

Specialization bonuses: +2 dexterity, +1 damage/hit

Description: Duelists are deadly combatants who prefer to fight in light armors and strike with light, but precise attacks. Experienced duelists have preternatural reflexes that allow them to evade their opponents' clumsy blows, as well as strike with remarkable precision.

Ranger

Specialization bonuses: +1 constitution, +5 nature resistance

Description: Rangers have an affinity for open country and wilderness, but as independent scouts and militia, they are opportunists, not stewards of nature. They exploit every advantage of their environment, and can lure wild beasts to attack their foes.

Appearance and Voice



You can skip this step if you want to go with the preset look, or you can customize facial features such as skin, hair, eyes, nose, mouth, jaw and cheeks, and neck and ears. You can also change your portrait and pick from several voice profiles that affect how you speak (mostly in battle situations).

Attributes



After you choose your race and class, the next screen allows you to spend five points on attributes. See the appropriate sections in the Classes chapter for details on the best paths for leveling your character. The following sections run down how each attribute most affects your character:

Strength

Increases damage from all weapons except crossbows, bows, and staves

Increases attack score in melee combat by 0.5 for each point purchased

Prerequisite for most weapon talents and higher-level armor and weapons

Contributes to physical resistance and intimidation

Dexterity

Increases attack score in melee combat by 0.5 for each point purchased

Increases attack score in ranged combat by 1 for each point purchased

Increases defense by 1 for each point purchased

Increases damage from piercing weapons (bows and crossbows)

Prerequisite for some weapon talents

Contributes to physical resistance

Willpower

Increases mana or stamina by 5 for each point purchased

Contributes to mental resistance

Magic

Increases spellpower by 1 for each point purchased

Increases effectiveness of potions, poultices, and salves

Prerequisite for higher-level staves and many spells

Contributes to mental resistance

Cunning

Increases effectiveness of rogue talents

Prerequisite for many skills

Contributes to armor penetration, mental resistance, and persuasion

Constitution

Increases health by 5 for each point purchased

Contributes to physical resistance

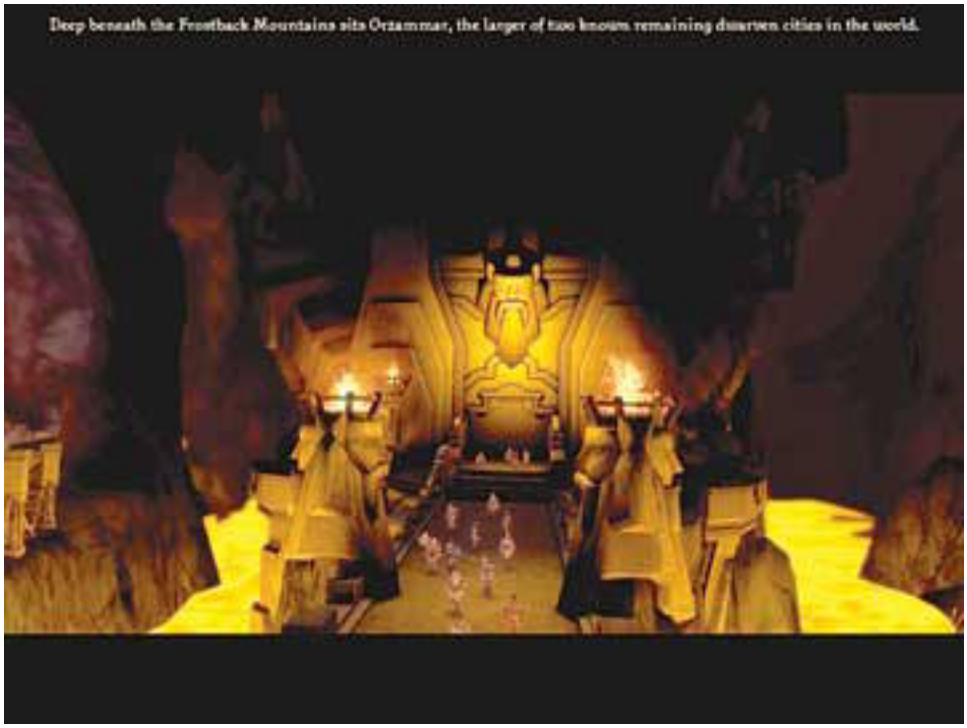
Some important concepts, though, apply to all characters. First, as tempting as it is to spread out your attribute points and stay decent at everything, it's a better idea to focus on your key stats and raise them first. Look at your talents/spells and see what attribute thresholds you need to unlock them. Make sure you get those attributes up before you throw points anywhere else.

Second, familiarize yourself with all stats and don't discount anything. For example, all classes need stamina (energy for physical actions) or mana (energy for magical actions). Willpower raises stamina or mana, which means even a warrior needs to build up willpower to some degree. Again, concentrate on your core attributes first, but when you find a point or two free, it might be a good idea to throw it to willpower as a warrior or rogue, or maybe constitution as a mage—you get the idea.

Third, some of the "secondary" stats take a bit of research to understand, and they may have some bearing on your class choice. Resistances reduce specific types of damage and effects. For example, physical resistance helps prevent you from being knocked down. Armor protects a character from physical attacks when you get hit, while your defense score increases the chance of dodging or parrying those attacks completely. Your attack score indicates the chance of landing physical attacks. Your damage score shows your equipped weapon's potential damage against an unarmored opponent, adjusted for the speed of the weapon. For

example, let's say you have a rogue with damage scores on two weapons: 12.7 and 7.9. The rogue will deal 12.7 damage with his main hand and 7.9 damage with his off-hand to an unarmored opponent. Critical chance increases your ability to deal maximum damage on a success. Don't forget about your fatigue stat, especially if you play a warrior with all that heavy armor. Fatigue causes an increase in the basic stamina or mana cost to activate a spell or talent. For example, a fatigue rating of 8.5 means that your stamina/mana cost for all abilities goes up by 8.5 percent.

Origin Stories



Dragon Age: Origins immerses you in an epic story that will sweep you from one end of Ferelden to the other. Unlike other games where you concentrate on your character's stats and class abilities, in *Dragon Age: Origins,* the story has a huge impact on your game experience. Many of you will put story above all else, and that's fine. If so, you can work backward on your character generation and choose the origin story you would like to play first and select the correct race and class for that origin. Read through these six backgrounds to see which is the best origin story for you.

Dwarf Commoner

Deep beneath the Frostback Mountains sits Orzammar, largest and proudest of the two remaining dwarven cities. Once the seat of an underground empire, Orzammar now stands alone, cut off from the world by the darkspawn, still clinging to the memory of its former glory. Below the vast statues and gilded halls where the noble families play at politics, the lower castes live in their shadows, scurrying to serve like their ancestors before them. Below that...is you. You are casteless, the dirty secret staining Orzammar's perfect society, forced, along with your sister, to sell your services to the crime lord, Beraht. To the rest of Orzammar, you are

proof that the casteless deserve their fate; but you know that you do what you must—the same as everyone—just to survive.

Dwarf Noble

Deep beneath the Frostback Mountains sits Orzammar, the larger of two known remaining dwarven cities. Orzammar was once the seat of a major empire connected by tunnels, called Deep Roads, which stretched thousands of miles. The city now stands alone, cut off from the rest of the dwarven ancestral lands by the darkspawn incursion. Secure in Orzammar's impregnable construction, the dwarven noble houses continue their centuries-old power struggles. Assassination and blackmail are commonplace, but the appearance of honor is paramount. You are the second child of King Endrin of House Aeducan—the ninth Aeducan ruler elected by the Noble Assembly. You grew up in a world rife with political intrigue and have struggled against brothers and cousins for honor and prestige. Today, a feast celebrates your first military commission, the opening move toward real power in the ever-changing game of dwarven politics.

City Elf

Denerim is the largest city and capital of Ferelden. Long ago, the elves lived as slaves to humans, and although they have been free for many generations now, they are far from equals. Here they live in a walled-off community known as the Alienage, working as servants and laborers when they can. Despite these hardships, Denerim's elves are a strong people who take pride in their close community. This is the only world you've ever known...until now.

Dalish Elf

You were born amid the Dalish elves: noble wanderers who refuse to join the society of humans who subjugated their homeland so long ago. The Dalish travel the land in tightly knit clans, struggling to maintain their half-forgotten lore in a human world that fears and despises them. You spend your time hunting with your clan-mate Tamlen in the forests, and as is sometimes the case, your quarry is not always the local wildlife...

Human Noble

For generations, your family, the Couslands, has stewarded the lands of Highever, earning the loyalty of your people with justice and temperance. When your country was occupied by the Orlesian Empire, your father and grandfather served the embattled kings of your land. Today, your elder brother takes up House Cousland's banner in service to the Crown—not against the men of Orlais, but against the bestial darkspawn rising in the south.

Magi

On a cliff overlooking the dark waters of Lake Calenhad stands the tower fortress that is home to the Circle of Magi. This tower is the only place in Ferelden where mages may study their art among others of their kind. Within the high stone walls, the Circle practices its magic and trains apprentices in the proper use of their powers. But the Circle Tower is as much a prison as a refuge; the ever-vigilant templars of the Chantry watch over all mages, constantly alert for any

sign of corruption. This gilded cage is the only world you know. Found to be sensitive to magic at a young age, you were torn from your family and grafted here as an apprentice. Now, that apprenticeship is nearly over and all that remains is the final test: the Harrowing.

Extras

Traveler's Guide

We designed Dragon Age: Origins with the goal of creating of a world with weight and history. A place that felt both lived in and steeped in its own past, much of it forgotten. In the following pages, you'll go in-depth with the world of Thedas. You'll learn secrets and lore about the stout nation of Ferelden, the excesses of Orlais, the mysterious nature of the Fade and much more.

Of course, not everything you will read in these pages is true, in an absolute, historical sense. Much of the world's history is shrouded from even the greatest scholars, and many of the facts you will learn below represent the best guesses of the finest minds of the Chantry and Circle of Magi. Still, you hold an accurate representation of the current trends in thought, philosophy, history and religion at the time of Dragon Age: Origins.

Whether you're an aspiring module-maker with the toolset open before you, a game master looking for more in-depth information about the world, or simply a curious soul, welcome to the Thedas!

—The Dragon Age: Origins Team

Thedas

Thedas is bounded to the east by the Amaranthine Ocean, to the west by the Trishan and the Hunterhorn Mountains, to the south by the snowy wastes that lie beyond the Korcari Wilds, and to the north by the Donarks.

The word "Thedas" is Tevinter in origin, originally used to refer to lands that bordered the Imperium. As the Imperium lost its stranglehold on conquered nations, more and more lands became Thedas, until finally the name came to apply to the entire continent.

The northern part of Thedas is divided amongst the Anderfels, the Tevinter Imperium, Antiva, and Rivain, with the islands of Par Vollen and Seheron held by the Qunari just off the coast. Central Thedas consists of the vast stretch of city-states known as the Free Marches, as well as the nations of Nevarra and Orlais, with Ferelden to the southeast.

What lies beyond the snowy wastes of the south is a mystery. The freezing temperatures and barren land have kept even the most intrepid cartographers at bay. Similarly, the far western reaches of the Anderfels have never been fully explored, even by the Anders themselves. We do not know if the dry steppes are shadowed by mountains, or if they extend all the way to a nameless sea.

There must be other lands, continents, or islands, perhaps across the Amaranthine or north of Par Vollen, for the Qunari arrived in Thedas from somewhere, but beyond that deduction we know nothing. The idea that "the world" consists solely of the lands we know about will one day be disproved, and no doubt much to our collective dismay.

—From In Pursuit of Knowledge:
The Travels of a Chantry Scholar,
by Brother Genitivi.

Long ago, the land of Thedas was populated only sparsely by the elves and dwarves. The elves, immortal beings for whom time passed without consequence and who lived spread out on the surface lands, existed in tandem with the forests and nature. The dwarves, meanwhile, were content to live beneath the mountains in an underground kingdom that spanned all of Thedas, shaping stone and mining the enchanted metal known as lyrium. And so both races continued until the humans came. Where they came from is unknown, and the humans themselves would deny that they ever came from anywhere else, but both the elves and the dwarves claim that there was once a time when humans did not walk the land.

The elves encountered the humans first and found this upstart race of quick-lived mortals to be too angry and too impatient. Horrified, the elves withdrew from human contact as the humans spread quickly across Thedas. Humans formed the great Tevinter Imperium, a land ruled by tyrannical magisters who worshipped the mysterious Old Gods, ancient dragons that, according to legend, had once challenged the might of the Maker and thus were imprisoned by him forever beneath the ground—and yet who still whispered in the ears of men from their prisons and taught them forbidden knowledge. These magisters learned magic from the Old Gods and became powerful, demanding blood sacrifices from their subjects, worship of the Old Gods, and tribute from the dwarves and the elves. Eventually the greed of their Imperium grew so great that they destroyed the elven homeland of Arlathan, enslaving the entire elven race and using their usurped wealth to rule all of Thedas.

And so the Tevinter Imperium ruled until its might was challenged by the first Blight. In their pride, the Tevinter magisters succeeded in opening a gateway into the Golden City—heaven itself, an unreachable place within the heart of the dream realm known as the Fade. However, humanity was never meant to walk in heaven, and with each step, these men corrupted it. It became the Black City, and the magisters in turn became twisted and tainted by their own sin, transformed into the darkspawn and thrown back down to Earth by the Maker. They had become creatures that shied from the light and multiplied into terrible hordes in the underground tunnels of the dwarves. These darkspawn sought out and found one of the Old Gods in its underground prison and infected it with their taint, and the great dragon arose as the first archdemon. This creature led the darkspawn horde to the surface, bringing the nations of Thedas to their knees. The people of the Imperium turned to the other Old Gods, praying for protection, but none was forthcoming.

Humanity was brought to the brink of destruction, and only a newly formed order known as the Grey Wardens managed to defeat the archdemon and end the Blight. The Imperium was greatly weakened, however, and it did not have the strength to defend itself when a great army

of barbarians invaded from the south, led by the prophet Andraste. Andraste proclaimed that magic should exist to serve humanity rather than rule over it. She railed against the magisters and claimed the Old Gods were lies, insisting that the Maker was the One True God of all humanity. Her teachings spread quickly, and much of the Imperium crumbled before her armies. Andraste died a martyr, and around her legend grew a cult, and with it came the Chant of Light: a chant filled with Andraste's teachings that her priests claimed must be sung from every corner of the world until the Maker forgave humanity for his prophet's death and turned the world into a paradise. As this cult grew, so were the Old Gods quickly forgotten and abandoned. They had forsaken the Imperium and betrayed its people in its hour of need, and so the old temples quickly fell by the wayside of history.

It was not long before another of the Old Gods awoke to lead the darkspawn in the Second Blight and plunge the world into terror once again. The greatest military mind in Thedas, Emperor Drakon of Orlais, became humanity's best defender; he pushed back the darkspawn hordes before his armies, and as his own power grew, he spread the cult of Andraste. The cult was known as "the Chantry," and during those dark years, it became the dominant religion even in the old Imperium. It forbade the use of blood magic and mind control; however, the Circle of Magi was formed to allow magic to be harnessed against the darkspawn while ensuring that its mages were carefully watched. Between the Circle of Magi, Emperor Drakon, and a rejuvenated order of Grey Wardens, the Second Blight was thrown back and the dreaded archdemon that led it finally defeated.

Over the centuries to come, two more Blights would arise, threaten humanity, and be defeated. In the last Blight, the Grey Wardens finally struck such a blow against the darkspawn that everyone was certain that their threat was finally over. The nations of humanity prospered until yet another race suddenly appeared and invaded the continent: the Qunari, a race of bronze giants with an alien religion that compels them to dominate all others. In a great war, they invaded deep into the heart of Thedas. Humanity was forced to band together to bring their invasion to a halt and finally pushed them back.

For centuries, there has been an unsteady peace with the Qunari, allowing the nations of Thedas to once again rebuild and prosper. Only recently have the Qunari stepped up their battles against the remnants of the Tevinter Imperium, and their war has escalated to the point where it threatens to once again engulf the rest of Thedas in conflict. Thus the darkspawn are a forgotten threat, the idea that they might now resurface again after four centuries disregarded. The Grey Wardens insist, however, that another Blight lies on the horizon. With the Grey Warden numbers having declined greatly and humanity at large giving little credibility to the return of such a threat, the lands of Thedas may be in store for their greatest challenge yet.

History

The Thedas Calendar

For most good folk, the details of our calendar have little purpose. It is useful only for telling them when the Summerday Festival will be held, when the snows are expected to begin, and

when the best time to harvest will be. The naming of the years are a matter for historians and taxmen, and few could even tell you if pressed the reason that our current age is named after dragons.

It is 9:30 Dragon Age, the 30th year of the 9th age since the first began with the crowning of the Chantry's first Divine. Each age is exactly 100 years, with the next age being named on the 99th year of the previous. It is said that the scholars in Val Royeaux advise the Chantry of portents that have been sighted on that 99th year, portents that are sorted and pored over for months by the Chantry authorities until finally the Divine announces the name of the age to come. The name is said to be an omen of what is to come, of what the people of Thedas will face for the next 100 years.

It is interesting to note that the current age was not originally meant to be the Dragon Age. Throughout the last months of the Blessed Age, the Chantry was fully prepared to declare the Sun Age, named after the symbol of the Orlesian Empire that sprawled over much of southern Thedas and controlled both Ferelden and what is today Nevarra. It was to be a celebration of Orlesian imperial glory.

As the rebellion in Ferelden reached a head and the decisive Battle of River Dane was about to begin, however, a peculiar event occurred: a Rampage, the rising of a dreaded high dragon, occurred. The dragons had been thought practically extinct since the days of the Nevarran dragon hunts, and to see this great beast rise from the Frostbacks was said to be both a majestic and terrifying sight. As the Rampage began and the high dragon began decimating the countryside in its search for food, the elderly Divine Faustine II abruptly declared the Dragon Age.

Some say that the Divine did this to declare support for Orlais in the coming battle against Ferelden, the dragon being found in the Dufayel family heraldry belonging to King Meghren of Ferelden, the so-called Usurper King. Be that as it may, the high dragon's Rampage turned toward the Orlesian side of the Frostback Mountains, killing hundreds and sending thousands fleeing to the northern coast, and the Fereldan rebels won the Battle of River Dane, ultimately securing their independence.

It is thus thought by many that the Dragon Age may, in fact, come to represent a time of violent and dramatic change for all of Thedas. It remains to be seen whether this will be so.

—An excerpt from The Studious Theologian, by Brother Genitivi, Chantry scholar.

*** Thedas History Timeline ***

The history of the world is told with three calendars:

The Elven calendar: established with the formation of Arlathan. The Tevinter Imperium banned the use of this calendar shortly after Arlathan was destroyed and the elven race enslaved. According to the Imperial calendar, the years prior to the foundation of the empire are tracked in negative numbers. Modern scholars outside of Tevinter recognize the existence of the

original elven calendar, although little more is known of the way elves marked the passage of time beyond a few events during their time.

The Imperial calendar: established with the crowning of the first Archon and the official creation of the Tevinter Imperium. The calendar was not created until well into the empire's reign, but it dates from that first event. Tevinter briefly abandoned their calendar once the Chantry calendar came into use but then resumed its use shortly after the Schism.

The Chantry calendar: dates its first year with the appointment of the Divine Justinia I and is currently accepted as the "standard" calendar throughout most of Thedas. Unlike the previous calendars, the Chantry calendar has "ages," which are each 100 years long. At the beginning of each new age, Chantry scholars watch for portents—signs sent from the Maker to tell them what the new age is to be called and thus what the character of the new age will be.

Currently, Thedas is in the 9th age of the Chantry calendar, known as the Dragon Age. It's predicted to be an age of great destruction and upheaval. The years are marked by the age's number, the current year in the age (1 to 100), and the age's name; therefore, the current year is 9:30 Dragon. Anything prior to 1:1 Divine appears as a negative number and as the Ancient, so the year prior would have been -1 Ancient.

The ages so far have been:

1st age (1–99): Divine Age

2nd age (100–199): Glory Age

3rd age (200–299): Towers Age

4th age (300–399): Black Age

5th age (400–499): Exalted Age

6th age (500–599): Steel Age

7th age (600–699): Storm Age

8th age (700–799): Blessed Age

9th age (800–present): Dragon Age

World-History Timeline Converter: By Epoch-Making Events

Elven Calendar	Imperial Calendar	Chantry Calendar	Anchor Event
1 FA	-6405 TE	-7600 Ancient	Founding of Arlathan
3000 FA	-3405 TE	-4600 Ancient	First elf–dwarf contact
4500 FA	-1905 TE	-3100 Ancient	Humans explore Thedas
6405 FA	1 TE	-1195 Ancient	Tevinter Imperium founded
—	1025 TE	-170 Ancient	The death of Andraste
—	1195 TE	1:1 Divine	Chantry founded
—	1199 TE	1:5 Divine	The First Blight begins
—	1481 TE	3:87 Towers	The Chantry Schism
—	1614 TE	5:20 Exalted	The Last Blight ends

8430 FA	2054 TE	9:30 Dragon	Present-day

Note: *In the following table FA* is "Foundation of Arlathan"; *TE* is time as counted by the Tevinter Imperium.

*** Timeline ***

1 TE: The Tevinter Imperium is created with the crowning of the first Archon. Prior to this event, only scattered fragments are known. It is believed that elves existed in the land first and that humans came from elsewhere—though there are many theories about from where that might be, and few historians agree. Some suggest that humans came from across the ocean as the qunari did, but if so, there is no record from such a time. Humans spread across Thedas as various tribes of people known as the Ciriane, the Planacene, the Hacian, and the Alamarri—but it is the Tevinters, centered on the port city of Minrathous, who became ascendant.

History records that elves and humanity were hostile and that Tevinter led the way in aggressive retaliation against the elven city of Arlathan. The elves responded by retreating from human contact, and Tevinter thus flourished and spread. The first "dreamers" learned the use of lyrium to enter the Fade from elven captives, and these dreamers later became the first of the Imperium's ruling magisters.

500 TE: The western part of the Tevinter rebels form the Anderfels, mainly populated by the Yothandi people. So, too, does the Imperium prove to have great difficulty in defeating the Ciriane to the south. Internal strife results in many rebellions and a great deal of internal disorder.

620–640 TE: The first civil war of the Tevinter is usually cited as when it began to decline markedly from its Golden Age. The magisters of the various noble houses wield terrible power but still seek more; their competition with each other leads to human sacrifice and demon summoning becomes a regular occurrence. When two of the largest Tevinter houses do battle to claim the Archon's throne, the Imperium is split almost in two. The resulting war left ruins and battlefields where the magical taint continues to be felt to this day. Peace is brokered in the Senate to prevent the dissolution of the Imperium, but the nobility continues its oppression of the masses in an effort to achieve supremacy.

780 TE: The Anderfels are reconquered by the Tevinter Imperium.

800 TE: The first effort to free the Old Gods from their underground prisons is undertaken by the most powerful magister lords, who open a gate to the Golden City at the heart of the Fade. The result is catastrophic, destroying the Golden City and letting the taint into the world, creating the first darkspawn. The Old God Dumat is freed and transformed into the first archdemon.

The First Blight begins. The darkspawn attack en masse, concentrating at first on the underground Deep Roads used by the dwarven kingdoms. As the dwarven kingdoms begin to fall, the darkspawn use the Deep Roads to appear throughout the continent. All of the Imperium is under siege and in a state of chaos. Finally, the nations of the Imperium begin to settle in for a long war as they become accustomed to the surges of the darkspawn.

Communication becomes difficult across the Imperium, but cooperation is paramount. The people of Tevinter pray to the remaining Old Gods for help against Dumat, but they receive only silence. The people's faith waning, unrest sees many temples destroyed as the Imperial people begin to turn from the Old Gods, believing themselves betrayed. This dark period lasts for over 200 years.

890 TE: The foundation of the Grey Wardens at Weisshaupt Fortress in the Anderfels, dedicated to wiping out the darkspawn wherever they should rise. The organization is formed primarily of veterans from darkspawn battles. They maintain communications within the Imperium and strike quickly wherever the darkspawn appear, quickly erecting fortresses everywhere and receiving tithes and supplies from all lands.

992 TE: The Grey Wardens gather the forces of men—both of the Imperium and of the Ciriane and Rivaini—and confront Dumat at the colossal Battle of the Silent Plains in the southern reaches of Tevinter. Dumat is ultimately destroyed and the darkspawn forces routed. Though the darkspawn are still large in their number and still battle mankind, they are no longer directed by Dumat's power and become scattered. The contracts ensuring the powers and rights of the Grey Wardens date from this year.

1000 TE: Slowly, the last of the darkspawn hordes are defeated. They are forced into the Far Steppes west of the Anderfels and into the Deep Roads. For the dwarves, the war continues underground, but for humanity, the battle is believed to be over. Weak after centuries of fighting, the Imperium is ripe to be attacked.

1020 TE: A massive horde of barbarians cross the Waking Sea from the south led by the warlord Maferath and Andraste, the Betrothed of the Maker. Some records claim the barbarians were driven north by the darkspawn, others that Andraste was bringing freedom to the people of the Imperium who had been long oppressed by the depravities of the magisters. Regardless of the reason, the press of the barbarians into the south is accompanied by massive rebellions that welcome their progress. The southern Imperium begins to crumble, and the Tevinter magisters are forced to unite to combat a threat to their power that is greater than that of the darkspawn.

1025 TE: After the death of Andraste, the barbarian army disperses. The southern Tevinter Imperium breaks away, forming a collection of independent city-states. Maferath's sons form several lands such as the Kingdom of the Ciriane and the Kingdom of the Planasene. Both of these last less than a century—the Ciriane soon become the land of Orlais while the Planasene form into a loose confederation across the plains called the Free Marches. The land between the Waking Sea and the Frostbacks is given to the free elves as a homeland and is called the Dales. The Long Walk begins as elves from across the Imperium begin traveling to the Dales largely on foot and are preyed upon by disease and robbers, causing massive chaos. A cult devoted to Andraste's teachings spreads rapidly in the south but is largely disorganized and is very unpopular with the temples of the Old Gods.

1040 TE: The Chant of Light is created by Andraste's disciples, collecting her tale and her teachings into hymns. There are numerous versions of the Chant over time, with different

interpretations of what Andraste taught about the Maker being prevalent in different regions. These are referred to collectively as "the cults of the Maker."

1050–1120 TE: Rebellion begins in the east as the Rivaini attempt to split off from the Imperium. The resulting campaigns to stop the rebellion distract the Imperium from its attempts to reconquer the Free Marches and allow the south to gather its strength. Many of the eastern cities in the Free Marches intervene on the behalf of the Rivaini, and after several losses that culminated in the disastrous Battle of Temerin in 1117 TE, the Imperium finally abandons the east.

1126 TE: Foundation of the Kingdom of Rivain.

1155 TE: The dwarves of Orzammar in the Frostback Mountains close the last of the Deep Roads leading into their kingdom. Within ten years, the dwarven kingdoms of Hormak and Gundaar have fallen to the darkspawn, leaving only Orzammar and Kal-Sharok. The dwarves of Kal-Sharok never forgive the high king of Orzammar and cut off all contact. Kal-Sharok is thought to be lost.

1180 TE: The cults of the Maker spread quickly in the southern lands, resulting in the building of the first great temple in Val Royeaux, which becomes the major center of worship for the new faith. One of its most fervent followers is the young king of Orlais, Kordillus Drakon. In 1184, Drakon begins a series of holy wars in the name of the Maker, quickly proving himself to be one of the greatest generals in history.

1192 TE: Having conquered several neighboring city-states and forcing the submission of others to his overlordship, Kordillus Drakon is crowned in Val Royeaux as emperor. His ambitions to spread farther north into the Free Marches are confounded by constant pressures from the Dales to the east, so Emperor Drakon formalizes the Maker's cult into the Chantry and commands that missionaries be sent forth into the other lands.

1195 TE or 1:1 Divine (1st year of the 1st Divine Age): The first Divine of the Chantry, Justinia I, is instated at Val Royeaux. The free use of magic is declared illegal in Orlais except by those mages operating under the direct auspices of the Chantry.

1:5 Divine: Zazikel awakens and the Second Blight begins, with darkspawn slaughtering the entire city of Nordbotten before the Grey Wardens finally get the word out. Now, rather than the darkspawn coming primarily from the west, they come out of the mountains in all corners of the continent. Once again, humankind is launched into a desperate battle for its survival over the course of the next 100 years. The Tevinter Imperium abandons the Anderfels and attempts to protect itself, a betrayal that is remembered by the Orth even to this day. The Free Marches and Orlais are hard-pressed to defend themselves, but the Grey Wardens and the powerful armies under the command of the brilliant Emperor Drakon make the difference. In several engagements, including the hard-fought victory at the Battle of Cumberland in 1:16 Divine, the Orlesians defeat several hordes of darkspawn, and numerous cities are saved. The Orlesian Empire under Drakon's command expands quickly, as does the influence of the Chantry. Perhaps most significantly, when the Tevinter Imperium is greatly weakened by the Sacking of

Minrathous in 1:31 Divine, Emperor Drakon is given the opportunity to expand northward. Instead, he chooses to swing his armies west and relieve the siege of Weisshaupt in 1:33 Divine. The Grey Wardens are impressed enough to convert to the worship of the Chantry, and together the Grey Wardens and Drakon save the badly weakened nation of Anderfels from destruction, bringing it to a devout worship of the Maker that continues to this day. Throughout this entire time, the elves of the Dales remain neutral and unhelpful. When the city of Montsimmard is nearly destroyed by the darkspawn in 1:25 Divine as the elven army watched from nearby, the people of Orlais bristled against the elves.

1:45 Divine: Emperor Drakon perishes from old age in Val Chevin. His empire, forming the majority of the western Free Marches and all of the Anderfels, does not survive his death. His successor, Kordillus II, doesn't possess the political savvy of his father, and the Anderfels declare its independence 20 years after the death of Kordillus I. Over the next 200 years, the empire of Orlais steadily loses territory until it eventually stabilizes at its modern-day borders. However, over the next 50 years, the Chantry continues to spread rapidly, aided by the Grey Wardens as the Blight winds down. The Chantry spreads east into the Free Marches and Antiva and even north into the Tevinter Empire, though there it is largely resisted, as the Chantry stands in direct opposition to the power (albeit waning) of the sorcery-using nobility.

1:95 Divine: The last battle of the Second Blight is fought at Starkhaven, with the human army being led by the Grey Wardens and winning a resounding victory after Zazikel is finally destroyed and the darkspawn routed. The period that follows is known as the Rebuilding: a time when trade, culture, and religion become paramount across most of the human lands.

1:99 Divine: The Divine Age ends, the Glory Age is named, and with it predictions of a rebirth after the end of the terrible Blight.

2:5 Glory: Increasing hostility between elves and man result in numerous border skirmishes between the Dales and Orlais. Finally, in 2:9 Glory, elven forces attack the Orlesian town of Red Crossing and quickly take it over. The atrocities they are said to have been committed there against the humans of the town and the Chantry enraged humans across the land. Orlais immediately went to war with the Dales but was initially surprised by the ferocity of the elven response. A quick Orlesian victory was not going to happen.

2:10 Glory: With elven forces having captured Montsimmard and marching on the doorstep of Val Royeaux, the Chantry calls for a holy war against the elves. This becomes known as the Exalted March of the Dales. While the elves eventually sack Val Royeaux and push well into human lands, Halamshiral is conquered and the elves are completely crushed by 2:20 Glory. The lands of the Dales come under Orlesian control, with elven settlements being uprooted and worship of the elven gods forbidden. The elves are forced to either live with humankind and under their rules or wander as homeless vagabonds.

2:15–2:45 Glory: The rise of Starkhaven prompts its king, Fyruss, to attempt to unite the Free Marches under his banner and build his own empire. In the end, Fyruss is betrayed by his Tevinter allies, and Starkhaven is conquered by the Tevinter Imperium until its recapture during the First Exalted March in 2:80 Glory. Antivan cities to the north also unite under a common

banner in 2:33 Glory to defend themselves against Fyruss's advance. By the time of his death, Fyruss's name is equated with that of prideful folly.



2:99 Glory: The end of the Glory Age. The Grand Cathedral in Val Royeaux is completed, its two main towers visible from everywhere in the city and from miles around. The Towers Age is named.

3:10 Towers: The Old God Toth awakens, and the Third Blight erupts in the central lands of Thedas with darkspawn coming in greater numbers than ever before. Darkspawn swarm the Tevinter cities of Marnas Pell and Vyrantium as well as the Orlesian cities of Arlesans and Montsimmard. The Grey Wardens in both of these countries are able to quickly organize a defense, and despite heavy losses in the besieged cities, the darkspawn are pushed back.
3:18 Towers: Darkspawn ravage the Free Marches, attacking cities along the Minanter River. At first, the Orlesians and Tevinter do nothing, but constant pressure from the Grey Wardens in Weisshaupt convinces both nations to send aid to the beleaguered city-states.

3:25 Towers: The armies of Orlais and Tevinter meet in Hunter Fell and join the Grey Wardens in the last battle of the Third Blight. Toth is destroyed, and the darkspawn are slaughtered in

one of the bloodiest battles in history. The darkspawn carcasses are piled into mounds as high as 100 feet and then burned. The people of the Free Marches will not soon forget the image of the burning darkspawn. Their goodwill is quickly crushed by the victorious armies as they decide to occupy the territories liberated from the darkspawn. Orlais takes Nevarra, while Tevinter takes Hunter Fell. These holdings don't last long, with Nevarra achieving independence in 3:65 Towers and Hunter Fell breaking away from Tevinter in 3:49 Towers.

3:87 Towers: After many years of argument, the Schism splits the Chantry as the Imperial Chantry within Tevinter elects their own Divine, a male mage, at the Minrathous Cathedral. The Imperial Chantry had always taken a more moderate view on magic and argued that mages should be allowed to rule so long as blood magic remained banned. They also argued that Andraste was not of divine origin but rather was a mortal prophet with considerable magical talent—and they argued that her ascension to the Maker's side did not make her divine, even if she is a symbol of hope. Both these arguments did not sit well with the rest of the Chantry. As the Val Royeaux Divine took measures to restrict the power of the Circle of Magi within Tevinter, the Imperial Chantry took action. The Minrathous Divine is referred to as the "Black Divine" by most, and Chantry propaganda stirs popular sentiment against Tevinter and the Circle of Magi.

3:99 Towers: The death of the Divine Joyous II in Val Royeaux is celebrated in Minrathous and is declared a holiday by the Imperial Divine. The Black Age is named as the Chantry calls for retribution against the false Divine of the north.

4:40 Black–5:10 Exalted: The Chantry declare a series of four Exalted Marches to destroy the "heathens" within the Tevinter Imperium. All four times, large armies are gathered from around the Chantry's domains, and an assault is launched deep into Tevinter. Every time, however, the Exalted March falls just short of its goal of conquering Minrathous. In the end, the Exalted Marches serve simply to cement the separation between Minrathous and Val Royeaux. The Imperial Chantry starts to form its own dogma and policies, and the groundswell of mages fleeing from southern lands into Tevinter bolsters the empire's waning power.

5:12 Exalted: The Exalted Marches come to an end with the awakening of Andoral and the rise of the Fourth Blight. Darkspawn appear in great numbers in the northeast and northwest of the continent. The country of Antiva is overrun and its entire ruling family slaughtered. The darkspawn then pour into the Free Marches and Rivain. The Blight rises in the Anderfels as well, and the capital city of Hossberg comes under siege. Orlais and the Tevinter Imperium are attacked by fewer numbers and are able to drive the darkspawn back into the depths of the Deep Roads. Despite their success, Tevinter refuses to send any aid to the Free Marches or the Anderfels, while Orlais sends only a token force.

5:20 Exalted: The Grey Warden, Garahel, leads an army of Wardens and Anders to the city of Hossberg and breaks the siege. Garahel then gathers Wardens from Orlais and the Anderfels and marches to Starkhaven. At Starkhaven, Garahel organizes an alliance between the minor kings and teyrns of the Free Marches. A united army marches north, led under the banner of the Grey Wardens. Antiva is freed from the darkspawn during the infamous battle in 5:24 Exalted at the city of Ayesleigh, where Garahel dies after defeating the archdemon Andoral in

combat. So many darkspawn are slaughtered that it is considered certain that they will never return. That the Blight continues to be felt underground by the dwarves of Orzammar is largely ignored by most except the Grey Wardens. Most are eager for the war to end and for regular trade to begin.

5:37 Exalted: The first Van Markham king of Nevarra, Tylus, is crowned after having claimed to be a descendant of Drakon's son, killed in Cumberland. Being a hero of the recent Blight, Tylus is able to stir nationalistic feelings in the western Free Marches against the growing power of Orlais. He proves his military might by winning several major battles against the Orlesians, establishing Nevarra as a new, growing power.

5:42 Exalted: With the crowning of King Calenhad in Denerim, the various warring factions of Ferelden are at last united under a single banner. What had always been considered a land of wild, nomadic barbarians was finally a nation in its own right, though considered primitive and backwater by most.

5:99 Exalted: The Exalted Age ends, and with the recent assassination of Queen Madrigal of Antiva (deep within the forest during a hunt, she is found with four steel swords plunged into her chest, the work suspected to have been done by the mysterious Crow assassins), the Steel Age is named.

6:30 Steel: The Qunari land in Par Vollen and conquer it quickly, though word of that does not reach the continent until the Qunari ships begin to land en masse in Seheron and northern Rivain in 6:32 Steel. The First Qunari War begins and lasts for most of the century. The Qunari's initial advances are great: By 6:42 Steel, they have conquered much of the Tevinter Imperium, Rivain, and Antiva and begin to assault the Free Marches. Only Minrathous itself remains besieged but unconquered in the north. By 6:85 Steel, the humans have organized themselves and pushed back hard enough that massive rebellions in Tevinter manage to free the Imperium, and the Qunari lines begin to crumble. By 7:23 Storm, the Qunari are pushed back to Seheron and Rivain, but they are well entrenched. The Battle of the Nocen Sea is the largest naval engagement in history and results in a stalemate and the destruction of many of the ships on both sides. Exhausted, an impasse begins.

7:25–7:85 Storm: The New Exalted Marches are declared repeatedly by both the Imperial Chantry (to retake Seheron and the eastern city of Qarinus) and the Chantry (to retake Rivain). In total, three major Exalted Marches occur with only the second in 7:52 Storm being a total disaster (with the Qunari capturing much of Antiva). By the end of the Third New Exalted March in 7:84 Storm, the Qunari had been pushed back to only the city of Kont-aar in northern Rivain and Par Vollen. By the end of the last Exalted March, rebuilding all the destruction that had been caused was considered more important than trying to dislodge the Qunari from Kont-aar once again. A meeting between envoys of most of the human lands (except for Tevinter) and the Qunari at Llomerryn results in the signing of the Llomerryn Accord in 7:84 Storm and peace being declared. There is no peace between Tevinter and the Qunari, though skirmishes are few while the Qunari pull back to Par Vollen and rebuild.

7:99 Storm: With the end of the Storm Age, the birth of twin boys to Emperor Etienne I of Orlais is declared an omen by the Chantry. A long period of childlessness and fears of a civil war on the emperor's death dissipates with the onset of the Blessed Age, heralded as an age of bounty and prosperity.

8:24 Blessed: Orlais invades and conquers Ferelden, sending a young King Brandel into hiding. Ferelden is assimilated into the Orlesian Empire, though a rebel force led by the king continues to hound Orlesian forces.

8:55 Blessed: War between the Qunari and the Tevinter Imperium continues as the Qunari land on Seheron and conquer it handily within three years. Tevinter is left on its own to fight its war with the Qunari, though the peace between the Qunari and other lands is considered shaky. Several attempts by the Qunari to land on the continent and attack Tevinter directly are repulsed.

8:70 Blessed: A war between Nevarra and Orlais over the control of the western hills around Perendale results in Nevarran victory. However, Orlais proceeds to sow dissent and rebellion among the locals in Perendale, who resent Nevarran rule.

8:99 Blessed: The previous several years have seen two dragon flights ranging out of the Frostback and Orkney Mountains, even though it was thought that dragons had been hunted to extinction by Nevarran dragon hunters during the Steel Age. The dragons devastate the countrysides in Orlais and Nevarra, and all attempts to slay them end in disaster. Despite the devastation, some see the return of dragons to Thedas as a glorious sign—Chantry scholars, however, claim that this is the worst of omens. As the Blessed Age draws to a close, they name the Dragon Age, saying that it will be an age of violence and upheaval.

9:00 Dragon: Led by the young King Maric, Ferelden successfully rebels and throws off Orlesian rule. Ferelden and Orlais officially make peace in 9:20 after the ascension of Empress Celene to the Orlesian throne.

9:12 Dragon: Thought to have been long lost to the darkspawn, the dwarven city of Kal-Sharok in the Hunterhorn Mountains is rediscovered. The dwarves there are resentful of Orzammar and refuse to bow to the dwarven king's authority.

9:30 Dragon: Modern-day.

Geography



The Orkney Mountains, a rugged chain of mountains that stretches from the icy wastelands of the southeast deep into the continent's center, dominate the southern lands of Thedas. A smaller mountain chain called the Frostback Mountains juts between Ferelden and Orlais and holds the dwarven city of Orzammar (thought to be the last until the rediscovery of Kal-Sharok). The mountains define the southern border of Thedas, while the vast Tirishan forest and the Hunterhorn Mountains define the western border, cradling between them the fertile Orlesian Empire—the most powerful nation in Thedas and home to the Grand Cathedral of the Chantry religion. An unbroken expanse of trees, the Tirishan is one of the wonders of the world and is as mysterious and dangerous as the hottest of deserts.

Thedas is divided in the middle by the Waking Sea. The central lands north of the Waking Sea are known as the Free Marches. They consist of forest and plains, and they have the best agricultural lands on the continent. This land is covered with city-states, collectively known as "Marchers," that have stubbornly protected their independence, and they have used their status as the breadbasket of Thedas to become merchants without equal. Any who dare threaten one of their cities risks losing the rights to trade with them at all.

The Arlathan Forest, once home to the only known city of the elves that was destroyed by the Tevinter Imperium, lies just north of the Free Marches, and it forms the border between the

Imperium and the more exotic realms of Antiva and Rivain. This ancient forest is neither as dark as the Tirishan nor as dangerous, but its oft-plundered ruins are a sad tribute to the culture that once was. Little of the old elves remain, and the forest is often called "the Mourning Lands" by those who visit it, because it seems few humans can make a living there, as if the forest itself resents their presence.

The lands of Tevinter around the Nocen Sea are quite temperate and were the first realms inhabited by mankind. Ruins here are plentiful, dating back to a time when the Old Gods were worshipped and the blood magic of the magisters ruled over the land. The islands of Seheron and Par Vollen in the Boeric Ocean are junglelike and humid. They have been transformed over centuries of control by the Qunari into bastions of military and religious efficiency.

The Anderfels, to the northwest, is the first part of a great land of dry steppes. It is a harsh land famous for producing a rugged people resentful of their former Tevinter overlords, and it is the true home to the Grey Wardens at Weisshaupt Fortress. The Donark Forest marks its northern border and is a rain forest of tall trees and uncivilized freemen who have notoriously evaded control by their southern cousins.

Nations of Thedas

*** Seheron ***

Seheron is a large island nation that had been conquered by the Tevinter Imperium long ago and has been part of that nation until the Qunari took it 60 years ago. It is still in a state of semiactive rebellion and is the site of repeated battles between the Imperium and the Qunari. The presence of Tal-Vashoth—Qunari rebels who treat both their own kind and the Imperium as enemies—in the northern portion of the island adds to the chaos. Once an old and impressive culture with architecture dating back to the glory days of the ancient Imperium, much of Seheron has been leveled, and those humans who are not currently under Qunari domination feel largely abandoned by the Imperium. It should be noted that Seheron once had a large population of elven slaves, almost all of whom have willingly converted to the Qun and are now placed in high roles within the Qunari-occupying forces, working hard to help the invaders stamp out the last of the resistance.

*** Orlais ***

Orlais is a wealthy and powerful nation and is the center of the Chantry. It is ambitious and without a doubt the most powerful single human nation on the continent. Its expansion is limited, because the city-states of the Free Marches would unite if it invaded, and Ferelden is difficult to assault, though the Orlesian military is powerful enough that this need not deter it completely. Orlais has a large noble class well known for its culture and extravagance, the envy of nobility elsewhere. Their strong empress dreams of expanding their borders to encompass the entire continent, just as the founder of Orlais, Emperor Drakon, did prior to his death. Orlais borders on the Frostback Mountains, and they have long been allies of the dwarves of Orzammar and the primary recipients of their mineral trade, smithing, and lyrium.

*** Avvars ***

The Avvarian hillsmen exist in the Frostback highlands, having originally been among the many barbarian tribes that existed in Ferelden but being one of the few that did not join the Alamarri clans in uniting under the first Fereldan king. The Avvars are a stubbornly independent folk who see the "lowlanders" as weak and overly civilized, traitors to the gods of nature that all the old clans once worshipped. The Avvars were once a force that brought considerable trouble to the lowlands through frequent raids, and it was not until Ferelden united and many long, bitter wars were fought that the Avvars were driven back into the mountains and forced to stay there.

Today the Avvarian hillsmen have declined considerably in power, and while they still engage in raids on Fereldan communities (and occasionally even making their way into Orlais), they deliberately avoid doing so with enough frequency to provoke a united effort to wipe them out. Many Avvars believe that such a confrontation is ultimately inevitable, and their clan warriors long for the day when they can prove themselves in battle against the lowlander bloodline that has weakened even more than the days in which the last wars were fought. The Avvars have a destiny to one day return to the lowlands as conquerors, or so they believe. To the lowlanders, the Avvars are a frightening and thankfully fractious people who simply refuse to disappear for good.

*** Antiva ***

Antiva is a nation in the warm northern climates that has become renowned for its merchants and sailors, though not its military tradition. Its leaders (a body of argumentative merchant-princes who have far more power than the weak monarchy) prefer to sue for peace when they get entangled in a war, which is not often, as the nation has become equally known for its policy of neutrality and its slippery diplomacy. Antivans are notoriously untrustworthy, though it cannot be denied that they are excellent merchants.

Antiva was once under the thumb of the Tevinters and rebelled only after the Qunari occupied their attention, and they despise the Tevinters utterly. While the nation is relatively prosperous because of its trading practices, it is resource-poor. Other than its famous wines, Antiva would have little to sustain its wealth if cut off from the rest of Thedas.

*** The Free Marches ***

The Free Marches is a collective name given to the wealthy city-states in the central part of the continent. The "Marchers" are an independent folk who descend from tough barbarian stock, their cities existing in a loose confederation that rarely unites on any matter (indeed, the network of petty feuds and alliances between the cities prevents them from taking collective action on any matter) unless one of their larger neighbors such as Tevinter or Orlais becomes aggressive. In that event, the Marchers pull together to create a united military front that even the greatest power cannot ignore. The Free Marches is best known as the breadbasket of Thedas, its farms along the banks of the great Minanter River being the source of much of Thedas's food.

*** Nevarra ***

Originally one of the larger Free Marches city-states, Nevarra has benefited from its wealth and position and has aggressively expanded over the last two centuries to become a power to rival Orlais itself. The Nevarrans have always had a strong military tradition and have been gifted with rulers (most hailing from the famous Pentaghast clan) who are often military geniuses in their own right. They have fought with or courted several other Free Marches states to form a powerful confederation under Pentaghast leadership and have also fought and won a long war with Orlais for control over the mineral-rich hills to the west. The victory over Orlais has brought Nevarra considerable prestige and wealth, though the indigenous culture of the western lands are not fond of the Nevarran presence, and the harsh taxes they endure are slowly forming into a rebellion—one the Orlesians are more than happy to support. While the capital lies in the original city of Nevarra, the city of Cumberland has seen rapid growth in the last century and has become one of the largest in Thedas, taking advantage of its position on the Minanter River to make it a natural source of trade with the rest of the Free Marches and beyond.

*** Anderfels ***

The Anders have been pummeled after centuries of battling the Blight; the darkspawn are a constant menace that can appear almost anywhere at anytime, and the population lives in constant fear and vigilance as a result. They are the hardened warriors who fight grimly against an enemy that they cannot defeat; the rest of Thedas is remote enough that their plight is easily ignored. Here is the last place where the Grey Wardens have retained their importance over the centuries, though the fortress of Weisshaupt is the last bastion of their influence. Still, the Grey Wardens are a potent military force here, and they hold political power equal to the various barons, a power they have recently taken greater advantage of. Otherwise the Anders are a poor people who live in a devastated land of vast, stark steppes, though their proud culture remains, and they are likely the most pious followers of the Chantry in Thedas, praying for a day when they are released from the clutches of the Blight.

*** Par Vollen ***

This is the original northern island nation that was invaded by the Qunari many centuries ago when they first arrived (and retreated to when largely pushed from the continent by the Exalted Marches). Par Vollen has been assimilated to the point that it is now a peaceful Qunari nation with no resistance. The humans who once lived here were more primitive than elsewhere in Thedas, building pyramids in their jungle cities and generally being isolated from the other cultures farther south; therefore, little hue and cry went up to free them from Qunari domination.

Now they have been part of the Qunari culture and Qun philosophy for so long that they could not even imagine going back. For their part, the Qunari treat Par Vollen as their homeland. Contact with their original homeland was intermittent at best across the turbulent Northern Ocean before it finally ceased altogether two centuries ago. Several ships have been sent home to restore contact, but they have not returned. The Qunari are here to remain and have accepted this. While the pyramids of the original society were impressive, the Qunari have topped that with the great domes and aqueducts of Qunandar, which is the only city of real

importance on the island and easily a rival to the size of Cumberland. Few others have seen it, but those who have report it to be one of the wonders of the world.

*** Rivain ***

Another front for the great war when the Qunari first arrived, the Qunari conquered Rivain and were eventually driven back to a single city, which they held and retained when the peace accord was signed. In the centuries since, the city of Kont-aar has existed relatively well with the rest of Rivain; nowhere else in Thedas is there as much interaction between the two cultures. The Rivaini, already considered a strange people by most of Thedas, have acquired some Qunari cultural traits over the centuries—they have proven resistant to the Chantry's teachings, and a version of the Qun has even gained a great deal of popularity, focusing more on its spiritual aspects than its notions of societal engineering. This is enough that many outsiders consider the Rivaini people to be heathens or even traitors.

Rivain has waned since the old war, and some elements among their people still call for Kont-aar to be retaken. Now, however, the factions that desire peace and see trade with the Qunari as beneficial are just as strong.

*** Tevinter ***

Tevinter is an empire that stretched across the entirety of Thedas in ancient times. What remains is a decadent land in the north centering on Minrathous, a fabled city that was once the jewel of the entire continent. It is governed by a magocracy, powerful wizards that spend almost as much time engaging in elaborate Machiavellian political schemes to prove their superiority over each other as they do ruling. The Imperial Chantry in Minrathous is a separate entity from the main Chantry elsewhere, having split off centuries ago in a great schism over the role of magic.

Tevinter is almost universally reviled by other nations. Its nobility is self-indulgent to the extreme, and slavery is still practiced. The Imperium is the center of the black market, involving smuggling (including the harboring of magical fugitives from other lands), and the slave trade in Thedas. While the Imperium might seem in decline, it is still a powerful nation, and its military might is considerable. Without a doubt, it would turn on the nations to the south if its attention were not completely drawn to the constant wars in the north with the Qunari in Seheron and Par Vollen. The Imperium has struggled against the Qunari as their most bitter enemies since their arrival, and the rest of Thedas is happy to let them fight each other. Unlike elsewhere, the Imperium made no peace accord with the Qunari, and none of the Qunari are allowed peaceful travel within the Imperium.

*** Ferelden ***

Ferelden is a relatively temperate nation in the far southeast of Thedas and is populated by a barbarian, militaristic culture that has only begun to civilize in the last few centuries. Still considered relatively primitive and backwater by other nations, especially by the Orlesians who controlled and occupied the Fereldan valley for over a century, the Fereldens have made great

strides in recent years. They are a proud and independent people who resent being considered "backwater" and are well on their way to becoming a power on the continent.

Ferelden Details

Ferelden borders Orlais to the west, with whom it continues to have a very tense relationship. The Frostback Mountain range divides the two nations and thus prevents hostilities from being more frequent. Orzammar, kingdom of the dwarves, rests in the Frostbacks, as do the stubbornly independent Avvarian hillsmen. Meanwhile, the southern border of Ferelden is the cold wetland known as the Korcari Wilds, home to the hostile Chasind tribesmen.

Official Name: the Kingdom of Ferelden (adjective: Fereldan)

Capital: Denerim (pop. 70,000)

Other Settlements: Highever (20,000), Gwaren (10,000), Lothering (500), Redcliffe (200)

Population: 1,000,000

Government: Monarchy

Religion: Chantry (90 percent)

Fereldan Society

*** Barbarian Origins ***

The Fereldan valley was originally settled by the Alamarri people, a warlike barbarian culture that migrated from colder climes in the southern mountains (*ferelden* being an Alamarri word for "fertile valley"). For countless generations, they existed as many tribes, each led by powerful warlords known as "banns." The banns would constantly war with nearby tribes to increase their territory and influence. Fereldan history is rife with tales of banns who would rise to great power in their lifetimes and rule over a vast area only to have their tribe torn apart internally upon their deaths. Culture within each tribe consisted of a worship of animist deities, with a strong connection to the wolf in the lowland tribes. Alamarri folklore states that the wolf was a companion to mankind, created by the gods as guide and protector against the darker forces in the unknown world. Wolves were bred by the tribes and paired with their warriors, and the death of an honored wolf was treated with as much respect and significance as the death of one of their own. So, too, is the werewolf mythos tied to these beliefs. Varying legends tell of a wolf that betrayed his human masters to evil gods in exchange for a human shape. The resulting man-wolf attempted to live among mankind but discovered he was still a beast at heart and ended up being exiled to the forest. Welcome in neither world, he carried a hatred for the true men and true wolves. Regardless of how much of this tale is true, werewolves did exist and were the bane of the Alamarri existence for many centuries until they were almost entirely wiped out when the various tribes finally united to defeat their common foe.

The Alamarri were also forced to work together to battle the invading armies of the Tevinter Imperium, which tried on several occasions to conquer the region. Each time, the Imperium

was pushed back; as a result, the valley was never made as civilized as the other parts of the continent that the Imperium conquered and assimilated. To the Alamarri, however, this was a point of pride. They rejected the ideals of Imperial government and magic and culture, valuing instead their independence and strength. It was among the Alamarri that the prophetess Andraste gathered her first followers, and the tribes united under her for the first time, not to defend themselves but to strike out into the heart of the Imperium itself—which had already been weakened by the first Blight, thus provoking its quick collapse. Despite Ferelden being considered a backward nation by its neighbors, Fereldan citizens will always take comfort knowing that Andraste was one of their own and that they are the ones who destroyed the evil magisters (though the truth is that without the elven slave rebellion, this probably would not have succeeded).

Even so, it was not until much later in their history that the Alamarri finally united under one leader, and even that they did not do peacefully. Alamarri independence demanded that a tribe would need to be dragged kicking and screaming before they would bow to any kind of overlord. The first Fereldan king managed this just 400 years ago; since then, the valley has managed to live in relative peace and begin to catch up to its neighbors.



*** Modern Ferelden ***

The Fereldan people have come a long way from their barbarian origins in the space of a few short centuries, though not according to outside standards. To the west, the Orlesian Empire is the cultural hub of the entire continent; its cities are architectural marvels, its culture filled with the finest in theater and idle entertainments for its large and refined upper class. In comparison, Ferelden is dirty and aggressive. Strength and courage are praised more than heritage and wealth; any man or woman worth their salt can make something of themselves, and if one can do nothing else, the military is a perfectly suitable occupation. Nobles are respected, even esteemed, but to the common man's eye, they are not untouchable. Their respect must be earned, and nowhere in the world is there people as ready to rebel and demand their due as in Ferelden. Though in Orlais serfs have always existed and indentured

servitude is a fact of life, serfs have never existed in Ferelden and slavery is discouraged (the existence of slaves is not illegal, but their sale within Ferelden is) and considered degrading. Farms (called "freeholds") are worked by families who have toiled that land for generations and who would spill blood before they would give it up to anyone, much less a nobleman. What servants there are get paid for their services and are free to come and go as they please. Even the elves, who live in squalor in alienages that are in far worse condition and are far more dangerous than comparable areas in Orlais, have their freedom in Ferelden. They are not slaves here, and while they are left to take up the worst jobs, they are paid and are considered to have their rights. Fereldan elves are proud of this; they say they would far rather live poorly but free than be well-treated slaves.

Signs of the old Alamarri culture are still evident as well, right beside the new. Chantries have been built in just about every village and town. Interestingly, while cults existed among the tribes that devoted themselves to Andraste, and though she was a revered figure who has always been seen as being of Fereldan origin, Ferelden as a whole did not convert to official Chantry beliefs until much later than the rest of the continent. However, signs of the old ways are still very much present in the culture. Animist symbols adorn artwork and clothing, with old wolf images being the most popular in the military. Tales of the old religions have become fond folklore, cautionary stories told to children by village elders, and while the Alamarri gods may no longer exist, the creatures featured in the stories definitely do and still have a relevance today. Even old statues and temples still stand, though many are falling apart or have been converted for other purposes. The old ways are disappearing, but the Chantry does not demand their removal or promote hatred against them. This is, after all, the land where Andraste was raised, and it would seem unreasonable to destroy those icons that Andraste no doubt believed in (or such is the common perception). The Maker merely stands above the Old Gods rather than suppresses them. In addition, dogs are very much present in any town or city, from the strays that wander city streets to the hyperintelligent mabari within the Fereldan army.

*** Life in a Fereldan City ***

Denerim is the best example of a Fereldan city, a settlement that has grown with a speed beyond its capability of coping with it. Any given Fereldan settlement was likely once a center for a region's people, housing a central fort or castle where the people could be gathered in case the settlement was attacked, and the surrounding buildings made of stone and mortar were ultimately destroyed during the common sieges. The central castle remains, and in Denerim this has grown into a full-fledged fortress, but in recent centuries, the settlement around the castle has grown rapidly in all directions. Most of the streets in Denerim are made of packed dirt, with only the wealthier interior streets actually being fully cobbled, and the buildings and streets are arranged haphazardly. At best, the buildings are arranged according to their function—entrances to the city are lined with inns and taverns; trade markets are surrounded by shops, warehouses, and mercantile guilds; and in-between houses are packed practically on top of one another, leaving crooked and narrow alleys between them. Denerim's poor quarter has many times been referred to as a veritable labyrinth, in addition to being filthy from the dirt and mud in the roads and lacking a proper sewage system. Only in the inner core

of the city, closer to the royal palace, are the streets cobbled and a proper sewer maintained underneath. Here you will find the mansions and Chantries, the theaters and parks. Being closer to the palace means one's social standing is higher than those who live closer to the city wall. Living outside the city wall is a lower standing than those who live inside.

Such cities also tend to be considered quite anarchic by most standards. The Fereldan penchant for freedom has grown into a laissez-faire attitude toward law enforcement and behavior. In Denerim, the King's Patrol is intended more to defend the city and keep order rather than to enforce the laws specifically, though it has expanded into this role over time. Even so, while the worst offenses are quickly put down, most petty offenses are ignored, and citizens are often left to their own devices. Petty theft is common, and guardsmen will go out of their way only to deal with major thefts. Commerce is largely unregulated so long as taxes are paid, and such businesses as brothels and gambling halls are not only tolerated but also expected. The city is a noisy, boisterous place even at night, and one is likely to get beaten and robbed if one isn't careful: one is expected to take care of oneself.

*** The Nobility ***

~ King ~

Ferelden never had a concept of a king until the infamous warrior Calenhad finally managed to unite the lands, and rather than assuming the expected title of teyrn of Denerim, he took the title of king, borrowed from other lands and inheriting the singular importance that the title has in those lands. The concept of a single overlord is an unfamiliar one in Ferelden: Numerous times throughout its history, the nation has all but split apart in civil war (the rebelliousness of Fereldan nobility is infamous). In the days of Calenhad and his successors, civil war was more caused by those teyrns who wished to break away from the king's rule. In modern times, it has come to be expected that there is a king and must be one for Ferelden to survive—a very significant shift in attitude—and civil wars are fought more to determine royal succession. One's blood relation to the king is considered important in the issue of succession, but more because the ability to be a strong leader is considered to be passed down in the blood. If one is considered weak or unfit, however, blood relation to the king will not stop another noble from standing up and challenging one's claim to the throne.

The current king of Ferelden is Cailan, the young son of Maric. Maric was a legendary figure who claimed his kingship by winning a bloody war of independence from Orlais, primarily with the assistance of his general and best friend, a commoner by the name of Loghain (who was awarded the teyrnir of Gwaren). Maric's legend is considered classic by Fereldan standards, and Loghain himself seems to epitomize the ideal that any Ferelden can rise to great heights by the virtue of his ability. Young King Cailan, by comparison, has very big shoes to fill.

~ Teyrn ~

Plural: Teyrns

Female: Teyrna

"Teyrn" is the traditional title claimed by those warlords who had reached a level of power that they had other banns sworn to uphold them. Some teyrns did not keep their title for long, but some families became powerful enough that the title was maintained and passed on to successive generations. The contention, then, as to which teyrn was dominant became the primary issue. Underneath the king, the teyrns of today are considered the most powerful nobles in the kingdom. They each have numerous banns sworn to uphold them and supply them with troops in times of war. The teyrn, in turn, is sworn to ride with his army to support the king when called. The title is comparable to the Orlesian duke. A teyrn's land is called a "teyrnir." There are currently two teyrns in Ferelden: Teyrn Loghain Mac Tir of Gwaren and Teyrn Bryce Cousland of Highever. Denerim itself is considered a teyrnir, but it is controlled by the king and his court. Most kings appoint a noble to the position of arl of Denerim. The arl is responsible for ruling the city, while the king is responsible for ruling the country.

~ Arl ~

Plural: Arls

Female: Arlessa

Originally this title was used by trusted commanders of a teyrn, usually his sons or a favored general. They were given command of a fortress or a piece of land that was of strategic importance but was too far away from the teyrn to administer personally, and they were given a title that placed them above that of a regular bann but without banns of his own to command. After King Calenhad assumed the throne and united Ferelden, those banns with lands near the borders or those who were of great importance (though not populated enough to be considered a teyrn) were elevated to the rank of arl and have held the rank ever since. This title is considered roughly equivalent to the Orlesian "count," with an arling being the same as a "county." There are currently five arls in Ferelden: Arl Eamon Guerrein of Redcliffe, Arl Rendon Howe of Amaranthine, Arl Gallagher Wulff of West Hills, Arl Gareth Bryland of South Reach, and Arl Urien Kendells of Denerim.

~ Bann ~

Plural: Banns (or "Bannorn," see below)

Female: Bann

This title has existed since the early barbaric days of the Alamarri people. The term originally referred to the chieftain of a particular tribe but has since grown into a title of respect roughly the equivalent of the Orlesian "baron." There are a great many banns in the kingdom, and they have varying degrees of power: Some have very large holdings of land and are considered to be very influential, almost the equivalent of an arl or a teyrn on their own, while others are almost little more than glorified freeholders controlling a small village and a few farms. The central valley is filled with a great number of these small landholdings, each controlled by a bann who is characteristically not subject to a teyrn overlord and is considered stubbornly independent. As a region, this area is called "the Bannorn." Seeing as it's also a region where a great deal of Ferelden's farming is done, the Bannorn wields a large amount of political

influence, though this is only in times when they can agree on a common issue, which is not often. Their feuds sometimes even flare up into petty wars. Usually the banns are split in their support between the teyrns and the king on most issues. It should probably be noted that "bann" is gender-neutral—the wife or husband of a bann is given the "lady" or "lord" honorific but has no actual title of their own.

~ Knight ~

Plural: Knights

Female: Knight

The knight is the essential heavy fighting soldier, in this case serving directly to a bann, arl, teyrn, or even the king. In this case, the knight gains some of the prestige of the master he serves: A knight who serves the king is more prestigious than a knight who serves a bann with little land. They are a tough group who value fighting ability and leadership skills above all else. However, even the most prestigious knight is considered lower in rank than a bann and possesses little political voice. As a group, they tend to scoff at the Orlesian ideal of the courtier knight, and while many knights are indeed nobles (i.e., they own land that's generally restricted to a single estate), there is no codified behavior that Fereldan knights follow. Another difference between the Fereldan knight and the Orlesian knight is that the former are considered foot soldiers. The only ones who ride horses (considered a mark of distinction) into battle are those sworn to the king. Fereldan knights can be men or women, but women are rarer and essentially are treated as men. Both share the honorific "ser" to denote knighthood.

*** The Commoner Classes ***

~ The Crafting Class ~

In the days of the barbarians, those in the tribe who were considered craftsmen—the smiths, woodcarvers, and builders—were given a great amount of deference and in the tribe were considered only second to the bann himself. Over time, the various crafts organized themselves into semiformalized "houses," where information was traded between tribes, and (in the eyes of the craftsmen) their crafthouse was considered almost a tribe in and of itself. As the common wars between the tribes threatened this constant exchange of learning and apprentices, the crafthouses eventually created the mandate that the bonds to one's house surpassed the bonds to one's tribe. Naturally the banns fought this, but since any who did were denied the services of the crafthouse, they simply had no choice but to capitulate in the end.

That sense of independence has continued: The major crafthouses of Ferelden are almost a law unto themselves insofar as their own bailiwick is concerned. While they hold no direct political voice, even a king would be fool to ignore them.

Two other groups are considered to be a part of this social class as well, though neither of them actually "crafts" anything. The first is the Chantry. The priesthood in Ferelden is considered as honored a profession as a master craftsman, and socially the class holds the same kind of independence from local control and political deference when it comes to matters

of religion. In other nations, however, the Chantry expects much more political influence than they are able to wield in Ferelden. Here, the common expectation is that they are not to influence issues not seen to directly concern them. It has been an issue of contention with the Chantry, and they are forever attempting to increase their influence in politics and social affairs, to varying degrees of success.

The second organization is the Traders' Crafthouse. Merchants have traditionally been thought of in Ferelden as an untrustworthy bunch. Transactions are made with the crafters themselves and through agents of their crafthouse when necessary. The idea of buying goods and attempting to sell them at a profit is foreign, worthy of suspicion, and not much above thieving or fraud. The dwarves were the first true merchants in Ferelden; to most this was acceptable, as the dwarves were seen as the finest of craftsmen. It did not enter anyone's mind that the dwarves probably did not make the items they brought up from Orzammar, and the dwarven merchants did nothing to dispel the idea. The dwarves eventually established various large trading posts in the cities at the behest of the banns (who wanted access to dwarven goods, naturally), and they offered their services to local crafthouses. For many crafthouses, the process of transporting and selling goods was considered more of a distraction to their true purpose, and they welcomed the arrangement. Fereldan smiths agreed only so long as the dwarves stopped their practice of selling superior dwarven goods at undercut prices, to which the dwarves readily agreed. So the dwarves became the masters of the Traders Crafthouse, which has expanded over the years to employ primarily Fereldan workers—as locals respond better to humans behind the counter—and to partner with guilds from the Free Marches to provide the shipping that Fereldan ports demand.



~ Freemen ~

Beneath the Crafting Class lies the freemen, and while this social class can technically be split into "High Freemen" (freeholders, innkeepers, tavern owners, guardsmen, and other employed citizens) and "Low Freemen" (criminals, elves, prostitutes, and other ne'er-do-wells), they are really the same class. Unlike in other nations such as the Orlesian Empire, there is no class of serfs or slaves: One man is not permitted to own another, regardless of station, and all men are essentially free. Slaves are allowed to be transported across Ferelden on their way to Orlais or other places, but should any slave break free and demand their recognition as a freeman, they would not be denied. The Fereldan people would never allow the slave trade to take root, and this is indicative of Fereldan attitudes—since the earliest times of the Alamarri tribes, they have been difficult to subjugate (as the Imperium discovered for themselves).

~ Ash Warriors ~

Since the time of Luthias, the Alamarri have maintained the dwarven warrior tradition of fighting with a berserker's rage. The ash warriors are a pious group of mercenaries infamous even outside Ferelden and are equally feared and respected. Although mercenaries, they do not sell their services per se; they offer them to whichever cause they feel is just, in the name of the Maker. It is traditional for those they aid to reward them according to their contribution (which is

always large). King Calenhad was the first to acquire their support for the Fereldan throne, and since his day, they have often been associated with the king (and have fought against him only once). They rather pointedly maintain the distinction that while they often serve the throne, they do not owe it any fealty, and they feel the same toward the Chantry: They revere the Chantry's teachings but will often forge their own path independent of the Chantry's desires. They are autonomous and possess strength as a group that none have yet dared to challenge. To the average commoner, they epitomize Fereldan values, so ash warriors will often be treated as heroes wherever they go.

As much a hero as one might be considered, however, few ever intend to join their ranks. An ash warrior is allowed no personal glory, nor may they amass personal wealth; any wealth they are paid or otherwise obtain is kept until their eventual death and may then be forwarded to whomever they choose. The path of an ash warrior is considered one of honor and the eschewing of one's former material life.

It is common for ash warriors to pair up with a dog for its entire life. They guard one another, and when the warrior goes into combat, the armored dog fights eagerly at his side. The howling that accompanies a charge of ash warriors is said to be both distinctive and disturbing...as is the smell. Before going into battle, soldiers often apply a scented body paint called "kaddis," which makes it easier for the dogs to distinguish them as allies. This leads other armies, particularly the Orlesian Chevaliers, to look down upon the Fereldens as "primitive, stinking dog lords," but the Fereldens are a formidable force, and they know it.

~ The Grey Wardens ~

The Grey Wardens have no real place in Fereldan society, unlike elsewhere in Thedas. Two hundred years ago, King Arland ordered the ejection of all Grey Wardens from Ferelden. Rumors claimed that the leader of the Fereldan Grey Wardens at the time was a member of the royal family and had taken part in an unsuccessful coup to oust King Arland. The true reason was kept secret, and officially it was stated that Ferelden no longer wished to tithe the Grey Wardens. It was a low point for the organization and an act that was considered controversial and embarrassing by Ferelden's neighbors. The Grey Wardens remained exiled from Ferelden until King Maric, Cailan's father, assumed the throne. He invited the Grey Wardens back into Ferelden in 9:08 Dragon and reinstated their rights and tithe. With their fortress at Soldier's Peak in ruins, he made room for them in Denerim. Since that time, the social position of a Grey Warden has remained vague. The tales of darkspawn and Grey Warden heroism are old but still told. Combined with the fact that both King Maric and King Cailan give the Grey Wardens great deference, they are treated as if they have great status. Traditionally, however, Ferelden has held itself aloof from Grey Warden business and, with Weisshaupt far away and the last Blight so long ago, has considered them irrelevant. So the Grey Wardens wear a thin veneer of respectability that could easily be pierced should the king's mood change.

~ Dogs ~



Dogs still hold a special place in the modern Fereldan culture, just as the wolf did in the days of the Alamarri tribes. Many dogs roam free in any given community and are, in a sense, considered to be owned by the entire community. Feeding them is thought to be good luck, though in reality they are still strays and live a meager existence. Other dogs are valued as more than mere pets: They are put to work. Dog breeding is a time-honored tradition in Ferelden, and the variety of dogs range from small and friendly lapdogs to the giant, wolflike dogs that are trained to act as guards or even to enter into battle. The most famous of these breeds is the mabari, extremely intelligent hounds able to understand and carry out complex commands. In Ferelden, a man's worth is measured by the prowess of his dog, and competitions involving them can be incredibly fierce.

Fereldan Geography



*** Korcari Wilds ***

The Korcari Wilds are a large, cold wetland that covers the entire southern border of Ferelden and separates the modern nation from the wandering nomadic barbarians of the tundra lands to the far south. The Wilds have a large culture of "Wilders" (properly known as the Chasind people, tribes who, along with the Avvar, refused to unite with the Alamarri to form Ferelden) who are considered backward even by Fereldan standards. They think of themselves as independent of Fereldan rulership. They are still a primitive people, living in peculiar huts that sit on stilts to keep them above the winter ice and the summer swamps, and they are well known for their xenophobia. They believe outsiders are fair game to cheat or rob. The Wilders have been particularly welcoming of rogue elves into their numbers (doing nothing for their reputation in the north) and have only one major settlement: the famous "stilt-city" of Tombigbee, though its location is kept secret from all save the Wilders themselves.

*** Brecilian Forest ***

The Brecilian Forest lies in southeast Ferelden and is the subject of many local legends. Brecilian is a place of darkness and horror, and most people shun the forest altogether. All manner of creatures are rumored to inhabit the forest, from werewolves to the possessed trees known as the wild sylvans. Traffic between the coastal city of Gwaren and the rest of Ferelden must take the long route around the forest through the Brecilian Passage, leaving only the

foolhardy or desperate to attempt passing through the forest itself. Only the Dalish elves are known to regularly enter the forest, and this has led some to believe that the elves have a connection to whatever has cursed the forest.

*** Frostback Mountains ***

The Frostback Mountains to the west hold the hardy hillsmen known as the Avvars. The Avvars trade with the dwarves but are often at odds with the "lowlanders," having fought many wars with the Alamarri tribes in the distant past until they were finally driven into the mountains for good. The high mountains are also known for strange ice formations, including "ice bridges" that allow movement between certain peaks—but only for a small length of time before the bridges crumble into shards of ice.

*** Lake Calenhad ***

Lake Calenhad is fed from the glacier streams of the Frostback Mountains and is a beautiful clear blue. The lake produces an abundance of fish and is perhaps most famous for the Circle of Magi situated within a tower that sits on a single island in the north part of the lake. The tower is a landmark easily seen for many miles around the entire countryside.

*** Denerim ***

The capital of Ferelden, the city of Denerim is built around the base of a mountain known locally as "Dragon's Peak." The city is a warren of tunnels and steep roads connecting the various districts. There is a large, walled alienage for the elves as well as the wealthy Palace District that contains the royal palace and the estates of most of Ferelden's wealthy nobility; almost all nobles who are capable of doing so maintain an estate within the city even if they use it only when a Landsmeet is called. The oldest structure in the city is also the highest: Fort Drakon, renamed after Emperor Kordillus Drakon, is an ancient fortress built into the side of the mountain. At one time it was the domain of Denerim's teyrn, and the city's population could retreat into the fort if it was threatened. Now it is a garrison for Denerim's city guard as well as a prison.

The most famous aspect of Denerim is that it is considered the birthplace of Andraste. An area of the Palace District is set aside as a shrine to her, one visited by a great number of pilgrims every year.

*** Lothering ***

Lothering is a major town built along the Imperial Highway, an elevated road built by the Tevinter magisters that once led from the northern coast down to Ostagar. The Imperial Highway is crumbling but is still used for travel on those sections that remain intact.

*** Redcliffe ***

Castle Redcliffe is built on an island just off the coast of Lake Calenhad, connected to the shore (and the fishing village located there) by a narrow causeway. The cliffs along the lake's northern shores are red tinged because of the iron content in the soil, thus the name of the

castle. The castle is of military importance, because it's shortly east of Gherlen's Pass—the primary route through the Frostback Mountains to Orzammar and ultimately Orlais. Redcliffe is home to the Arl Eamon Guerrein, brother-in-law to King Maric and considered one of the more popular noblemen in the country.

*** Circle of Magi Tower ***

The Circle of Magi's tower is built on the remnants of a volcanic island in the northern part of Lake Calenhad. The tower, once an ancient Avvar fort known as Kinloch Hold, was given over to the mages so that they could practice their arts well away from any civilized part of the country. The tower was once connected to the shoreline by the Imperial Highway, but the highway has since mostly collapsed into the water, and the only way out to the tower is now by boat. A small settlement sits on the shore, a waypoint for templars stationed at the tower and travelers journeying to see the mages. It is unknown whether the Avvar built the initial structure themselves or if the dwarves built it for them. It may even have been updated in subsequent centuries.

*** Ostagar ***

Representing the farthest point of the ancient Tevinter Imperium's encroachment into the barbarian lands of the southeast, the fortress of Ostagar was once one of the most important defensive Imperial holdings south of the Waking Sea. It stood at the edge of the Korcari Wilds and watched for any signs of invasion by the barbarians today known as the Chasind Wilders. Straddling a narrow pass in the hills, the fortress needed to be bypassed for the Wilders to reach the fertile lowlands to the north and proved to be exceedingly difficult for the Wilders to attack because of its naturally defensible position. Like most Imperial holdings in the south, Ostagar was abandoned after Tevinter's collapse during the First Blight. It was successfully sacked by the Chasind Wilders and then, as the Chasind threat dwindled following the creation of the modern Fereldan nation, fell to ruin completely.

It has remained unmanned for four centuries, though most of the walls still stand—as does the tall Tower of Ishal, named after the great Archon that ordered its construction—and Ostagar remains a testament to the magical power of the Imperium that created it.



Fereldan Law

Ferelden's legal system is not incredibly complex, relying on a system of arbiters to use common sense when it comes to judgment and sentencing. These arbiters were originally appointed by banns to represent them in disputes and make decisions on their behalf when a bann's land became too extensive for him to be everywhere and solve every dispute for the people under his command. Every nobleman appointed his arbiter. A bann had men who resolved the disputes on his land while a teyrn did the same. This led to inevitable disagreements as arbiters conflicted each other based on the rank of whom they served as well as the differing laws in each land. King Vortigeyrn in 4:85 Black reformed this system by decreeing that "every man had the right to be heard by the king." After that point, all arbiters represented the king and the king's law only. This did not go over well with the Fereldan nobles, especially in the Bannorn, and it was not until the various lords were given the power to collectively determine the king's law in the Landsmeet that this was deemed acceptable practice throughout Ferelden.

Today, all arbiters represent the king and answer only to the king in the form of his seneschal in Denerim. In the larger settlements, arbiters are able to work in one central place, and the disputed parties come to them. This generally takes place in a hall built specifically for the purpose. The seneschal's hall in Denerim is the central authority for the arbiters. It is a distinctive structure that was built by the dwarves out of black granite and so has come to be known as "the Black Hall," with the arbiters being nicknamed "blackhallers." Despite being specific to the city, both names have spread considerably and are used for other halls and the arbiters in general. Outside of the larger settlements, arbiters travel between towns and villages to dispense justice periodically in the king's name. In those settlements, a sheriff is responsible for keeping order and will keep track of which disputes must be settled by the next scheduled arbiter. For some who face time in prison, this may mean a lengthy term inside a cell before an arbiter has the opportunity to hear their case. It has become a common practice, then, for a man to give up something of great value to the sheriff and be released "on his bond" pending the arbiter's arrival. So long as he shows up when called to see the arbiter, his bond will be returned to him. If he does not, the crime of fleeing justice is added to his original crime

and his bond is lost for good. This bond system has spread to the cities (for those cases involving imprisonment that may not immediately be seen by an arbiter) and to nearby Orlais and the Free Marches. An interesting side note is the saying "my word is my bond" derives from this system: In small communities where a man charged with a crime may be well regarded, his oath that he shall show up when the arbiter comes is often considered enough, and he is released without surrendering a bond. Thus the implication that one's word has a value of its own—"my word is my bond," a typically Fereldan attitude.

*** Crime ***

The Fereldan people have a strong tradition of personal freedom, one they will uphold by rebellion if necessary. Even nobles can be brought down to the common man's level if he steps beyond their boundaries. This tradition extends into laws and how they are enforced.

Crimes against one's person or property, such as assault and theft, certainly exist. Along with them, however, goes a certain expectation that one must take care of oneself. A burglary of something valuable or a murder would definitely draw the attention of the guard, but a petty assault or a pickpocketing would no doubt be ignored. Crimes against public property or in the obstruction of the king's business are more serious. Crimes that dictate behavior, however, are almost nonexistent. Only when they reach the extremes of becoming a public nuisance are the Fereldan authorities likely to take action. Such activities such as prostitution, drinking, gambling, and so forth are unregulated (it is worthy to note that prostitutes have tried to organize into a "companion's crafthouse," an attempt that has met active resistance from existing crafthouses because of the inherent elevation in status that would imply). The carrying of weapons and armor is also unregulated.

The only thing that is regulated closely, and perhaps even unfairly, is the use of magic: Public suspicion against magic is as strong in Ferelden now as it was in the days of Andraste's great march into the Imperium, and the Chantry is only too glad to whip this sentiment into a frenzy whenever any kind of magical incident occurs. Thus the Circle of Magi in Ferelden is kept far away from any settlement, and mages who make their abilities known will soon find themselves unwelcome just about anywhere.

*** Punishment ***

Unlike in other nations, imprisonment is not considered an ideal form of punishment in Ferelden. For the short term it is useful, as in holding criminals until other arrangements can be made for them, but long-term incarceration it is almost unheard of. Punishments in Ferelden tend to be quick and immediate: execution, lashings, maimings, and fines. These punishments are often combined with public display if it is felt that an example needs to be made, and if imprisonment is determined to be necessary, it is almost always public imprisonment: stockades, for instance, or hanging in a public cage until the prisoner starves to death (or is stoned to death). Imprisonment in dungeons and such are reserved for prisoners of the nobility: political prisoners, captured soldiers, hostages, and the like.

*** The Landsmeet ***

During the time when Ferelden was split into its many barbaric tribes, it was determined that some issues that affected all the banns would occasionally need to be resolved, and this required all of them to come together. Thus the Landsmeet was created: Each bann was guaranteed safe passage to and from the Landsmeet (originally, the location changed but since the crowning of the first king, it has taken place exclusively in Denerim), where all the banns could gather to air their grievances. Seldom was anything accomplished, as the idea of giving up personal independence for the common good is not truly a Fereldan trait, but sometimes overriding concerns brought action: for example, in the Landsmeet, the banns fought against the occupation of the Imperium, repelled the werewolves during the Black Age, and elected to follow Maferath and Andraste into history. Since the time of King Vortigeyrn, the Landsmeet has become a more official body as well as a legislative one. The nobility gather to be heard by the king and together discuss and vote on the laws that will govern the kingdom. Technically, the Landsmeet has the power to override the king on any legal matter, though in practice this has always relied solely on how much power the king personally wields.

The Landsmeet occurs at least once a year and recently (since King Maric) has begun to meet once per season. Most noble families thus keep estates in Denerim to house them and their entourages when they are in the capital. Obviously, most nobles (especially those from faraway areas) cannot come to the capital every few months, so it is not uncommon that they appoint a proxy to act in their stead. Normally this is a member of their family, one who opts to remain in Denerim, but occasionally it is a trusted commander. Sometimes one's vote can even be proxied to another noble (one whose views on things are the same as yours). The king has the option to call an emergency Landsmeet if he wishes, and on those occasions all nobles will make the effort to come to Denerim personally.

Fereldan Climate

Ferelden lies in the south of Thedas, and the climate is moderate with cold, snowy winters. Ferelden in particular suffers the extremes of weather in almost every season, a fact its durable people are quite used to and perhaps even a little proud of.

Fereldan Calendar

The current system of 12 months and 4 seasons was developed during the early years of the Tevinter Imperium (with some influence from the elves); indeed, the primary seasonal holidays have remained unchanged during much of the time since, the only exceptions being the widely celebrated Chantry holidays that became almost universally used after the Second Blight. Each month has a High Name (the original, official Imperial name used primarily by courts and scholars) and a Low Name (the name used by commoners and merchants) and an even 30 days. The five "annums," or annual holidays, mark the official transition between seasons and the beginning of the year; these are not the only holidays celebrated, but they are the only ones that exist without a month of their own.

*** Calendar and Holidays ***

Holiday—First Day: The beginning of the year, this holiday traditionally involves many visits to one's neighbors and family (this was once to "check" to make sure everyone was alive at least once a year in remote parts) and a town gathering to commemorate the year past (often accompanied by much drinking and merriment).

Month 1: High Name—Verimensis; Low Name—Wintermarch

Holiday—Wintersend: Once called "Urthalis" and dedicated to Urthemial, the Old God of beauty, this holiday has traditionally become a celebration of the Maker. It stands for the end of winter in many lands and often coincides with tourneys and contests that conjure the Proving Grounds in Minrathous (which always has its biggest contests on this day). In most southern lands, this holiday has become a day of gathering for trade, theater, and (in some areas) the arrangement of marriages.

Month 2: High Name—Pluitanis; Low Name—Guardian

Month 3: High Name—Nubulis; Low Name—Drakonis

Month 4: High Name—Eluviesta; Low Name—Cloudreach

Holiday—Summerday: Once called "Andoralis" and dedicated to Andoral, the Old God of chains, this holiday is universally celebrated as the beginning of summer, a time for merriment and marriages to take place. Traditionally, boys and girls who are ready to come of age participate in a grand procession in which they cross the settlement in white tunics and gowns and end up at the local Chantry; there they are advised on the responsibilities of adulthood. This is considered a very holy day in Orlais.

Month 5: High Name—Molioris; Low Name—Bloomingtide

Month 6: High Name—Ferventis; Low Name—Justinian

Month 7: High Name—Solis; Low Name—Solace

Holiday—Funalis: This holiday was once dedicated to the Old God of silence, Dumat. Since Dumat's rise during the First Blight, however, this fact has been largely ignored. Now the holiday is invariably known as All Soul's Day and is supposed to be spent in somber remembrance of the dead. In some northern lands, it is traditional for the population to dress as spirits and walk the streets in parade after midnight. The Chantry has co-opted this holiday to remember the death of Andraste, with fires that mark her burning appearing throughout the community. Plays depicting the tale of her death are also quite common.

Month 8: High Name—Matrinalis; Low Name—August

Month 9: High Name—Parvulis; Low Name—Kingsway

Month 10: High Name—Frumentum; Low Name—Harvestmere

Holiday—Satinalia: In many places, this holiday—once dedicated to the Old Goddess of chaos, Zazikel, but now attributed more to the Second Moon, Satina—is still accompanied by

wild celebration. Celebrants wear masks and lose their inhibitions, and they place the town fool as ruler for a day. In Antiva (Antiva City in particular), this festival lasts for a week or more, followed by a week of fasting. In more pious areas, this holiday is now marked by large feasts and gift-giving.

Month 11: High Name—Umbralis; Low Name—Firstfall

Month 12: High Name—Cassus; Low Name—Haring

Fereldan Currency

Coin	Fereldan Equivalent	Orlais Equivalent	Exchange Rate
1 gold piece	1 sovereign	1 royal	100 silver pieces
1 silver piece	1 silver	1 crown	100 copper pieces
1 copper piece	1 bit	1 penny	N/A

Fereldan Timeline

1200 TE (-2415 Ancient): The tribes of people known as the "Alamarri" cross the Frostback Mountains and settle in the lands that would become the country of Ferelden some 3,000 years later. What drives the Alamarri across the mountains is not known, but the oldest tribal legends mention evil forces belonging to the "Shadow Goddess," a being whose proper name was never invoked by Alamarri scribes lest her gaze fall upon them. Some modern scholars suggest that the Alamarri likely fled a great natural disaster—a flood caused by a large earthquake appears the most likely cause, according to hints in the old tales, though there are several tribes with stories that directly contradict this theory and instead point toward some form of enemy invasion. Regardless, the Alamarri crossed the mountains from the west and spread quickly across the Fereldan valley.

600 TE (-1815 Ancient): The Alamarri people living around what is today known as Lake Calenhad break away from their Alamarri cousins, becoming known as the Avvar. The two tribes war with each other for several centuries, with the Avvar eventually being pushed westward into the foothills of the Frostbacks.

200 TE (-1415 Ancient): During this period, the Alamarri people living in the Korcari Wilds to the south are first referred to as the Chasind in the old tales, and they invade the lands to the north in a campaign of terror. According to the stories, the Chasind fight alongside "white shadows" and the creatures of the wilds for a lengthy period that is disagreed upon in the old tales. They actually conquer the Alamarri. The Alamarri rebel and slaughter the Chasind shamans responsible for summoning the shadows and drive the Chasind back into the Wilds. To this day, Fereldan folk carry a suspicion and hatred of the Chasind that stems from stories related to their brutal occupation of the valley (as well as later invasions, though none of those were as successful as this first).

500 TE (-715 Ancient): Nearing the height of its power, the Tevinter Imperium begins crossing the Waking Sea and begins several campaigns to subjugate the barbarians in Ferelden. Three times the Imperium comes close to succeeding, but always the Alamarri unite with the Chasind and the Avvars and drive the Tevinter armies back. After each barbarian success, the Tevinter would regroup and try again after several decades. In the fourth and final advance into the

valley, the Tevinters held the western half of the valley long enough to extend the Imperial Highway across the Waking Sea at the Eyes of Nocen and into Ferelden, eventually reaching as far south as the Korcari Wilds. The highway allows for quick deployment of troops and supplies from the north, and for a time it appears the Imperium will succeed in bringing Ferelden into the fold. Several fortresses are constructed to hold off barbarian retaliation, the most famous of these being Ostagar in the far south (built, it is believed, to watch for signs of Chasind movement in the Wilds, and it was apparently boasted that the ruin was so reinforced by magic that nothing could tear it down). The tales of how the barbarians defeated the Tevinter forces after suffering many defeats are varied, with each tribe claiming responsibility for the final victory. Regardless, certain truths are evident: The barbarian tribes united once again and faced Tevinters who were fighting among themselves to split up the spoils of their conquests, and one brilliant leader rose among the barbarians to defeat the undefeatable Ostagar. As it is told, that leader died in the battle, and since so many claimants exist as to his identity, he is commonly known only by a title: the Bane of Ostagar.

650 TE (-565 Ancient): With Ostagar defeated, the entrenched position of the Imperium begins to collapse. By this year, the last of the Tevinter forces are forced to retreat back across the Waking Sea. Faced with the embarrassing prospect of a united barbarian invasion from across the Frostback Mountains, the magister governor of Ciriane (now Orlais) sues for peace and supplies the Alamarri with great riches and several artifacts of magical power. Fortunately for him, this immediately causes argument and squabbling among the tribes as to who should get what share, and the entire alliance falls apart. The barbarian invasion of Ciriane never materializes.

800 TE (-415 Ancient): The First Blight begins. The Fereldan valley is largely unaffected, but the more civilized portions of the Tevinter Imperium are devastated. While the barbarian tribes argue over the possibility of an invasion to take advantage of the Imperium's weakness, they cannot agree.

860 TE (-355 Ancient): The Battle of Red Falls is fought, marking the turn of the tide against the Alamarri and their legendary leader, Luthias (known also as "Luthias the Dwarfson"). Tales of this time mark great struggles between the Alamarri and the mountain clans of the Avvars led by the warrior-queen Morrighan'nan. Luthias is the first of the barbarians to be taught the berserker battle style of the dwarves and is thought undefeatable. However, in the last of the great clashes between the Alamarri and the Avvars, he and Morrighan'nan slay each other. Luthias's body is rumored to have been brought to Orzammar for interment, and the Order of the Ash Warriors begins in Luthias's honor not long after his death.

981 TE (-234 Ancient): Andraste is born a peasant commoner in the village of Luighdor (today part of the city known as Denerim), on the eastern coast of Ferelden. She is captured by Tevinter forces at a young age and becomes a slave.

992 TE (-223 Ancient): Dumat, the first archdemon, is destroyed by the Grey Wardens at the Battle of the Silent Plains in southern Tevinter. The First Blight comes to an end, and the Tevinter Imperium is in ruins.

1010 TE (-205 Ancient): Many versions of Andraste's tale exists, and even in the Chant of Light little is explained of what happens to Andraste during her many years as a slave. The Chant says that she was visited by the Maker and that he charged her with a mission to bring his teachings to his children, and he would give them the opportunity to turn away from the false gods and from the rule of corruption and magic. Andraste's following became widespread. Her most ardent supporter was her husband, the Alamarri teyrn known as Maferath. Maferath is also one of the strongest proponents of invading the Imperium while they are still weak, and over the course of a single decade (and with the strength of the Maker at his back, so the Chant goes), he unites the barbarian tribes under his rule and Andraste's spiritual leadership. For the first time, the barbarians have a single cause beyond their own survival.

1020 TE (-195 Ancient): Maferath collects the great barbarian horde, and with Andraste leading the way crosses the Waking Sea to invade the Imperium. Their initial successes are many, and they strike deep into the heart of the southern lands before they begin to meet heavy resistance. At this time, the Imperium is weak, but they are quick to gather what forces they have, not to mention the barbarians have never encountered the full power of the magisters before: The horde faces battles against demons and even the very elements as it begins to struggle. Luckily, Andraste's word begins to spread among the Tevinter subjects, and the elven slave class joins the oppressed masses in rising up in rebellion to weaken the Tevinter from within. The southern Tevinter begins to collapse.

1024 TE (-191 Ancient): Soon after Maferath's victory at the Battle of Valarian Fields, a battle in which the empire's greatest army was routed, it is said that the barbarian general became jealous of his wife's growing popularity and influence, as well as her status as the betrothed of the Maker. Wanting to bring an end to hostilities and tighten his grip on his conquered territories, he secretly made a pact with the Archon of Tevinter. The Archon declared a truce, while Maferath allowed his wife to be captured by Imperial agents and subsequently publicly burned to death in front of a large crowd at the Proving Grounds in Minrathous.

1035 TE (-180 Ancient): Maferath rules the southern Imperium for a decade until the Archon of Tevinter declares his conversion to Andraste's beliefs and reveals Maferath's betrayal. The barbarian hordes abandon Maferath and begin returning to Ferelden en masse, and the southern Imperium completes its collapse into anarchy.

1050 TE (-165 Ancient): The Alamarri tribes begin a long series of internal wars as various powerful banns step up to attempt to replace Maferath, starting with Andral, the supposed son of Andraste. Andral manages to unite Ferelden briefly before it is proven that he is not Andraste's son and the union falls apart. Several more "sons" of Andraste step forward, each fracturing the valley into bitter feuds. Andraste's ashes are recovered from the Imperium by her disciples and interred at the Silver Temple in Highever; however, after several attempts by the sons to take them by force to lend credence to their claim, her ashes are secretly moved to an unknown location and are lost.

1192 TE (-3 Ancient): Kordillus Drakon is crowned the emperor of Orlais. He begins his series of holy wars to unite the Free Marches under the Orlesian banner.

1195 TE (-1 Ancient): Under Emperor Drakon's influence, the Andrastian Chantry is officially formed. The many cults that followed Andraste's teachings, which have spread throughout the Free Marches, flock to the Chantry in masses.

1:5 Divine: With the awakening of Zazikel, the Second Blight begins.

1:40 Divine: The legendary warrior Hafter arises and successfully leads the Alamarri tribes against the darkspawn horde that spills into the valley from the dwarven lands. Hafter is said to be the descendant of legendary Dane of the Werewolves and is the greatest warrior of his time.

1:50 Divine: Even though the Alamarri are weakened by their colossal struggle with the darkspawn, Hafter defeats a combined invasion by the Avvars and Chasind, who hope to take advantage of the situation. Numerous wars are fought with both tribes, ultimately driving the Avvars deep into the Frostbacks and the Chasind back into the Wilds. The Alamarri become the dominant force in the valley. Never again will the other tribes encroach on Alamarri lands. For the Alamarri, Hafter's ascension as the first teyrn marks a long period of peace. He ruled with an iron fist for over 30 years, fighting off several new advances by the darkspawn into Ferelden before finally disappearing. It is said that the aged Hafter took the Blade of Yusaris and his first son and sailed into the unknown east of the Amaranthine Ocean. He was not seen again. His wife, Teyrna Isulde, ruled in his stead and won a civil war of her own to retain Hafter's legacy.

1:95 Divine: The Second Blight ends with the Battle of Starkhaven.

2:10 Glory: The grandson of Hafter, Teyrn Caedmon, seeks to raise himself above the other teyrns. He declares himself king of the Fereldan people and officially establishes the presence of the Andrastian Chantry in Denerim. A civil war erupts to oppose him, and while he has great success at first, his downfall occurs when he commits too much of his power toward the Exalted March of the Dales in the west. In the end, the great Battle of Valmorn Hills results in Caedmon's death. Three more claimants to the title of king emerge, including Caedmon's son, Talemal, but all suffer quick ends as the civil war consumes the land. No more attempts to claim the king's title are made, though the various teyrns struggle for dominance during a long period known as the War of Crowns, named for the sudden rise of the various teyrns adorning themselves with royal crowns even if they did not call themselves kings. Centuries later, King Calenhad rounded up these crowns and destroyed them, though legend says some are still hidden away.

2:20 Glory: Orlais conquers Halamshiral, ending the Exalted March of the Dales.

3:0 Towers: Flemeth is born in the village of Highever. Betrayed by her husband, Bann Conobar, Flemeth was possessed by a powerful spirit. She became an abomination and fled into the Korcari Wilds. There she brooded and plotted for 100 years, uniting the Chasind tribes under her dominion. During this time, she stole men from the Alamarri tribes so she could beget many daughters. Her daughters were twisted, horrific creatures that could kill a man with fear. When she was ready, an army led by Flemeth's daughters—the "Witches of the Wilds"—

emerged from the swamps and struck against the Fereldan people. All seemed lost until the hero, Cormac, emerged. Cormac led an army of Alamarri men and Orzammar dwarves against Flemeth's army. Many great battles resulted in the Chasind being destroyed and the witches burned, including Flemeth, though legend claims that she and her witches still exist to this day.

3:10—3:25 Towers: Toth is awoken and the Third Blight begins. Cormac plays a major role as he journeys north and fights alongside the Marchers against the darkspawn hordes, dying in the final fight, the Battle of Hunter Fell.

3:87 Towers: The Schism splits the Chantry in Tevinter, causing great resentment against magic throughout the southern lands. The Circle of Magi in Denerim is forced to abandon its tower within the city and occupies Kinloch Hold in the center of what is today known as Lake Calenhad.

4:0 Black: The werewolves, always present in Fereldan lore, become an epidemic. Over the next century, they battle against humanity in the valley as they acquire the ability to assume human form and strike at Ferelden from within. Supposedly this ability was granted to the werewolves through deals with darker powers, just as the werewolves themselves were created through dealings with dark gods in the early tribal days. Regardless of how they acquired their ability, paranoia became rampant in every Fereldan city. Relative turned against relative as the humans turned on their own, accusations against innocent people becoming commonplace. The use of dogs as guards who could detect werewolves by their smell proves the difference in the end, turning the tide against the werewolves, but the war to drive them out is particularly bloody. Many tales are spawned of the battles that take place, especially the invasion of the streets of Gwaren, where over a quarter of the city is slaughtered in a single night. The werewolves are eventually decimated, though folklore still places them in many rural forests throughout the valley today. Occasionally, rumors of a werewolf in a village will grow out of hand and lead to many deaths before the truth is sorted out. Legends also claim that a race of half-shape-shifters called "ferals" descend from that time, living quietly among humanity or withdrawing deep into the wilds (depending on the legend).

4:80 Black: The Orlesian Empire takes advantage of Ferelden's disorganization and crosses the Frostback Mountains to invade for the first time. The campaign lasts for three years until the Fereldan teyrns once again unite to push the Orlesians back. The empire had hoped to take the port of Highever and therefore switch to supplying their forces by sea rather than by Gherlen's Pass; however, the fortress of Redcliffe held out for longer than expected, and winter in the Frostbacks left many Orlesian forces unsupplied. By the spring of 4:84 Black, most Orlesian troops had pulled out or been captured.

5:10 Exalted: The Grey Wardens sign treaties with the various teyrns of the land and enter Ferelden permanently, building the fortress at Soldier's Peak as well as several small, remote outposts (including one in the Korcari Wilds) to watch for signs of darkspawn.

5:12 Exalted: The Fourth Blight begins.

5:42 Exalted: After long centuries of bitter warfare, the great warrior Calenhad finally defeats the other teyrns in a series of major engagements. He has the ash warriors on his side as well as the aid of the Circle of Magi, who craft him a suit of glittering white chain mail that was said to make the wearer all but impervious to harm. The appearance of the Silver Knight at the head of his troops, carrying his white-and-gold banner aloft, was said to strike fear into the hearts of his enemies, his victories a legend that has lived on to this day. He claims the title of king once again and is crowned by the Chantry in Denerim, and with his crowning, the nation of Ferelden is at last united. Some tribes of the Avvars remain in the mountains and Chasind in the Wilds, refusing to join in this new union, but technically even they are recognized as part of the king's sovereign lands. King Calenhad brings Denerim onto the world stage, opening it up to trade.

6:30 Steel: The First Qunari War begins.

6:50 Steel: After having raided the lowlands for many years, the Avvars combine their forces under the great warlord Balak and sweep into the heart of the Fereldan valley in massive numbers. The Bannorn is put to the torch, and even though the Avvars are pushed back over the next two years, this period is one of the worst famines in Fereldan history. Memories of Avvarian savagery keep relations between the barbarians and the Fereldan kings bitter to this day.

7:5 Storm: King Arland passes a law exiling the Grey Wardens from Ferelden. Though the official story is that the order was no longer worth tithing, rumors persist that the Grey Wardens commander, formerly a member of the royal family, took part in an unsuccessful coup to oust Arland, thus breaking the Wardens' traditional neutrality in the matter. The fortress at Soldier's Peak is breached, and the commander and her supporters are slain, while the rest of the Fereldan Wardens flee to Orlais. All other Grey Warden outposts in Ferelden are abandoned. Some are taken over by local lords while others, like the one in the Korcari Wilds, are simply left to fall to pieces.

7:25—7:85 Storm: The New Exalted Marches are fought to reclaim lands conquered by the Qunari.

8:24 Blessed: Urged on by "the Mad Emperor" Reville, Orlais makes its second attempt to invade Ferelden. This attempt is much more successful than the first, primarily because King Venedrin faces treachery from among the ranks of the nobility, with several powerful banns secretly supporting the Orlesians and working to sabotage the kingdom's defense. Redcliffe falls, and at the Battle of Lothering, the Fereldan line completely collapses and King Venedrin is killed when he falls off his horse. Young King Brandel is unable to inspire enough confidence to unite the people underneath him, and for the next 20 years, the nation buckles under constant warfare. Eventually Denerim is sacked and the empire claims victory, though King Brandel gets away. The king and some of the teyrns become rebels, waging constant warfare against Orlesian occupiers from the wilds of the Brecilian Forest or the foothills of the Frostbacks. When King Brandel finally dies, Orlais crowns its "False King," the infamous tyrant Meghren, while Brandel's daughter, "the Rebel Queen" Moira, continues the battle.

9:00 Dragon: Maric, the wildly popular son of the Rebel Queen, dethrones the latest Orlesian puppet king at the infamous Battle of the River Dane. He ascends to the throne of Ferelden after four years of battle with Orlesian forces, inspiring a nationwide revolution and finally driving the Orlesians out of Ferelden entirely. Maric's campaigns were fought alongside a young commoner by the name of Loghain, who proves to be a military genius. Loghain is rewarded with the teyrnir of Gwaren and becomes something of a legend, epitomizing the Fereldan ideal of anything being attainable if one is skilled enough. Maric rebuilds the fortress of Denerim and readmits the Grey Wardens into Ferelden. King Maric's rule is considered the beginning of a new golden age for Ferelden.

9:20 Dragon: The young Empress Celene of Orlais makes her historic visit to Denerim, putting aside decades of strife and resentment to sign a peace treaty. This officially ends the long war between the two nations.

9:25 Dragon: Death of King Maric. His only son, Cailan, assumes the throne and marries the daughter of Teyrn Loghain, Anora.

9:30 Dragon: Modern day.



Famous People in Ferelden

*** Humans ***

~ Royalty ~

King Cailan: Young king of Ferelden, son of King Maric and Queen Rowan. Coronated in 9:25 Dragon.

Teyrn Loghain: "Hero of the River Dane," a commoner who aided King Maric in freeing Ferelden from Orlesian control and was rewarded with the teyrnir of Gwaren. He remains a hero to the Fereldan people and is considered its finest general.

Queen Anora: Loghain's daughter and wife to King Cailan.

King Caedmon: Grandson of the hero Hafter, he is the first to declare himself king of Ferelden in 2:10 Glory. Dies at the Battle of Valmorn Hills in 2:18 Glory.

King Calenhad: The first king to unite Ferelden in 5:42 Exalted. He is considered the greatest legend in Ferelden's history and the founder of its royal bloodline.

King Maric: Hero king of Ferelden, defeated the Orlesian occupation of Ferelden and was coronated in Denerim in 9:03 Dragon.

King Meghren: The infamous "False King" appointed by Orlais in 8:78 Blessed during its occupation. He was executed by King Maric in 9:02 Dragon.

Queen Rowan: She is the former queen of Ferelden, wife to Maric and older sister to Arl Eamon. Died of illness in 9:08 Dragon.

~ Denerim ~

Grand Cleric Elemena: The current leader of the Chantry in Ferelden.

Arl Urien: Arl of Denerim.

Lord Vaughan: Son of Arl Urien.

Brother Genitivi: Chantry monk of Antivan origin, archaeologist of some renown.

~ Redcliffe ~

Arl Eamon Guerrein: Arl of Redcliffe, uncle of King Cailan; one of the most powerful and popular nobles in Ferelden.

Arlessa Isolde: Eamon's wife, of Orlesian origin.

Connor: Eamon's young heir, he is 12 years old.

Bann Teagan Guerrein: Eamon's younger brother, the bann of Rainesfere.

Murdock: Mayor of Redcliffe and commander of the town's militia.

Mother Hannah: The Revered Mother of Redcliffe's chantry.

~ Other ~

Teyrn Bryce Cousland: Of Highever, one of the most powerful nobles in Ferelden next to the king and Teyrn Loghain.

Arl Rendon Howe: Of Amaranthine, a vassal lord of Teyrn Cousland's.

~ Tevinter Imperium ~

Archon Darinius: The premier magister lord of the Tevinter Dynasty, founded the Imperium in -1195 Ancient.

~ Legendary ~

Dane: Legendary hero of "Dane and the Werewolf," he was the human who led a wolfpack.

Hafter: Descendant of the hero Dane, he led the Alamarri against a horde of darkspawn during the Second Blight in 1:40 Divine. Many Fereldan nobles claim descent from him.

Luthias: Legendary hero, the "dwarfson," the first berserker.

Flemeth: The original "Witch of the Wilds," a legendary abomination who led the Chasind during the Towers Age. Supposedly slain by the hero Cormac.

*** Elves ***

~ Dalish ~

Zathrian: One of the eldest keepers among all the Dalish clans. He is rumored to have been living for four centuries, having regained the legendary longevity of the ancient elves.

~ Denerim ~

Elder Valendrian: The current elder of the Denerim Alienage.

~ Gods of the Elves ~

Elgar'nan: God of Vengeance, "the All-Father," Eldest of the Sun and He Who Overthrew His Father.

Fen'Harel: The trickster wolf-god "Dread Wolf" who, according to Elven legend, tricked the elven gods into abandoning their people according. He is worshipped by the wilder elves.

Andruil: Goddess of the Hunt.

Dirthamen: God of Secrets and Knowledge.

Mythal: Mother of the Gods. She is the protector and is considered a figure of justice (the flip side of vengeance).

Falon'Din: "Friend of the Dead." God of Death and Fortune, he who ferries the dead across the spirit lands and into the Beyond.

Ghilan'nain: Goddess of Guides and Navigation, Mother of the Halla.

June: God of the Craft.

Sylaise: Goddess of Hearth and Home.

*** Dwarves ***

~ Orzammar ~

King Endrin Aeducan: Current king of Orzammar, descendant of Endrin Stonehammer. Coronated in 8:55 Blessed.

Prince Bhelen Aeducan: Youngest son of King Endrin.

Prince Trian Aeducan: Eldest son of King Endrin.

Paragon Branka: Only living Paragon in Orzammar. She is currently missing.

Lord Pyral Harrowmont: Popular leader of House Harrowmont.

Beraht: He is an infamous crime boss in the Orzammar slums.

~ Legendary ~

Astyth the Grey: The only female Paragon of the Warrior Caste, she cut off her own tongue to devote herself more fanatically to the pursuit of unarmed martial excellence. An order of female warriors follows in her path, known as the Silent Sisters.

Endrin Stonehammer: Most famous of the dwarven Paragons, he is a great king credited with having built Stonehammer Hall.

Gherlen the Blood-Risen: A dwarven hero who returned to the Frostback Mountains after adventuring and gained enough prestige to attempt to overthrow the king. His tale is still honored by dwarven adventurers.

King Felbin the Mad: He was one of two dwarven kings ever voted out of office.

King Anaalar Perethin: He was assassinated in 8:50 Blessed, sparking a civil war. He was the predecessor to the current king, Endrin Aeducan.

~ Qunari ~

Koslun: The prophet who brought the religion of the Qun to the Qunari.

*** Mages ***

~ Circle ~

First Enchanter Irving: First enchanter (the leader) of the Circle of Magi in Ferelden.

~ Chantry ~

Andraste: The Maker's prophet and creator of the Chant. She was executed by the Tevinter Imperium in -170 Ancient.

Kordillus Drakon: Emperor of Orlais, founded the Chantry in -15 Ancient. Began a series of religious wars to spread the Chantry faith throughout Thedas. Considered one of the greatest military minds in history.

Divine Justinia I: The first Divine of the Chantry.

Divine Beatrix III: The current Divine in Val Royeaux.

*** Grey Wardens ***

Duncan: Commander of the Grey Wardens, leader of the Grey Wardens in Ferelden.



People of Thedas

Race: Humans

The humans are the most numerous of the races, yet they are a divided people. Once they were united under the great Tevinter Imperium, but the Imperium has since crumbled, and the great noble houses that remain fight among each other for supremacy. Only during the Blights has humanity ever united under a single banner, but today, the Blights are a distant memory, and even the invasions by the Qunari cannot bring the nations of humanity to work together.

Race: Elves

Elves were once a race comprised of beautiful, ethereal immortals who lived in harmony with nature and who never changed. Whatever ancient history they possessed has since been lost, but the following is known: When humanity came to Thedas, the elves were struck by the rudeness and impatience of this "quickling" race of upstarts. Worse, they discovered that any association with humans caused elves to quicken—to age and die. Horrified at this, they withdrew before humanity's relentless expansion and avoided humans until, ultimately, the elves were conquered and enslaved by the magic of the Tevinter Imperium.

Although eventually freed upon the Imperium's collapse, the damage was done: The elves had lost their immortality and most of their language and history, and they blamed humanity for it. They formed a new homeland in the Dales and attempted to rebuild their culture and worship their pantheon of pagan gods once more. Relations with humans remained hostile, and finally the Chantry declared an Exalted March against them. Their new homeland was conquered, and the elves split apart. The proud elven nobility became homeless wanderers known as the Dalish, traveling in groups and stubbornly continuing to worship their gods and maintain their traditions while being welcome nowhere else. The other elves became bitterly resigned to their fate and now live among mankind as "city elves"—second-class citizens, servants, and laborers who have all but forgotten the proud folk they once were.

Elven History: Part One

Before the ages were named or numbered, our people were glorious, eternal, and never-changing. Like the great oak tree, they were constant in their traditions, strong in their roots, and ever-reaching for the sky.

They felt no need to rush when life was endless. They worshipped their gods for months at a time. Decisions were made after decades of debate, and an introduction could last for years. From time to time, our ancestors would drift into centuries-long slumber, but this was not death, for we know they wandered the Fade in dreams.

In those ages, our people called all the land Elvhenan, which in the old language means "place of our people." And at the center of the world stood the great city of Arlathan, a place of knowledge and debate, where the best of the ancient elves would go to trade knowledge, greet old friends, and settle disputes that had gone on for millennia.

But while our ancestors were caught up in the forever cycle of ages, drifting through life at what we today would consider an intolerable pace, the world outside was changing.

The humans first arrived from the north. I know it is not something that the humans today will accept, but all the ancient accounts of our people that can be found agree it is so: One day the humans came from elsewhere, into a land where they had never been before. Called "shemlen," or "quicklings," by the ancients, the humans were pitiful creatures whose lives blinked by in an instant. When they first met with the elves, the humans were brash and warlike, quick to anger, quicker to fight, and they had no patience for the unhurried pace of elven diplomacy.

But the humans brought worse things than war with them. Our ancestors proved susceptible to human diseases, and for the first time in millennia, elves were dying of natural causes. What's more, those elves who spent time bartering and negotiating with humans found themselves aging, quickened by the humans' brash and impatient lives. Many believed that our gods had judged us unworthy of eternal life and were casting us down. Our ancestors came to look upon the humans as parasites, which I understand is the way the humans see our people in their cities today...punishment, perhaps, for our hubris of long ago? Horrified at the prospect of losing their way of life forever, the ancient elves immediately moved to close Elvhenan off from the humans for fear that this "quickening" effect would crumble their civilization.

Perhaps they believed that ignoring the shemlen would make them go away. Perhaps they assumed that two peoples could simply live in peace, remaining ignorant of each others' ways. Perhaps they meant no insult, or perhaps they meant to start a war. We know very little of the time that followed, only that the time of ancient Elvhenan was gone forever.

—The tale of The Fall of Arlathan, as told by Gisharel, keeper of the Ralaferin Tribe of the Dalish elves.

Elven History: Part Two

Now you ask, "What happened to Arlathan?" Sadly, we do not know. Even the Dalish, we who keep the ancient lore, have no record of what truly happened. All we have are accounts of the days before the fall and a fable of the whims of the gods.

The human world was changing, even as the elves slept. Clans and tribes gave way to a powerful empire called Tevinter, which came upon Elvhenan to conquer it. When they breached the great city of Arlathan, our people, fearing disease and the loss of immortality the humans would bring, chose to flee rather than to fight. With magic, demons, and even dragons at their behest, the Tevinter Imperium marched easily through Arlathan, destroying homes, galleries, and amphitheaters that had existed for ages. Our people were rounded up as slaves and taken from their ancestral home, the quickening driving itself through their veins and making them mortal. The elves called to their ancient gods, but there was no answer.

As to why the gods didn't answer, our people had only a legend. They say that Fen'Harel, the Dread Wolf and Lord of Tricksters, approached the gods of good and evil and proposed a truce. The gods of good would remove themselves to heaven, and the lords of evil would exile themselves to the abyss, and neither group would ever again enter the others' lands. By the time they realized the Dread Wolf's treachery, they had been sealed away in their respective realms, never again to interact with the mortal world. It is a fable, to be sure, but those elves who travel the Beyond claim that Fen'Harel still roams the world of dreams, feasting upon the unwary as a glutton at his lunch, all the while keeping watch over the gods lest they escape from their prisons.

Whatever the case, Arlathan had fallen at the hands of the very humans our people had once considered naught but pests. It is said that the Tevinter magisters used their great and destructive power to force the very ground to swallow Arlathan whole, removing it from the

world just as it was soon to be removed from the minds and hearts of its people. All records and artifacts lost to them forever, the whole of elven lore was trapped in the fading minds of a people who would soon forget what it meant to be an elf.

—The tale of The Fall of Arlathan, as told by Gisharel, keeper of the Ralaferin Tribe of the Dalish elves.

Elven History: Part Three

The humans tell tales of Andraste, and to them, she was a prophet. To our people, however, she was an inspiration. Her rebellion against Tevinter gave our people a window through which to see the sun, and our people reached toward it with all their strength. The rebellion was brief but successful; the death of the prophetess did not end our fight, and we fought on for independence even as the human Imperium began to crumble. In the end, we had won freedom and the southern reaches of land known as the Dales.

It was a home, a new chance to gather and rebuild all that we had lost. In our centuries of slavery, we had lost our immortality, our language, our culture, our crafts but never our sense of belonging to each other. From across Thedas we came to the Dales. We walked on foot, sometimes crossing thousands of miles with naught but our will to sustain us. Many of us perished on the Long Walk, but those of us who arrived at our new home were all the more determined.

There, in the Dales, our people revived the lost lore as best they could, and even turned to worship the Old Gods in their ancient prison. They called their first city Halamshiral, "the end of the journey," and founded a new nation, isolated as elves were meant to be. They created an order called the Emerald Knights and charged them with watching the borders for trouble with the humans.

But you already know that something went wrong. Our ancestors' worship of the old elven gods angered the human Chantry, which constantly sent missionaries to our land. The Chantry wanted to convert our people to their worship of the Maker, but the Dalish would not submit. In protest, a small elven raiding party attacked the nearby human village of Red Crossing, an act that prompted the Chantry to attack and, with their superior numbers, conquer the Dales.

We were not enslaved as we had been before, but our worship of the ancient gods was now forbidden. We were allowed to live among the humans as second-class citizens and worship their Maker, slowly forgetting once more the scraps of lore we had maintained through the centuries. Those who refused were forced to wander, landless and friendless in their wagons, across a world that told them they were unwelcome.

Two homes we elves have lost, but it is the loss of the Dales that hurt us most. When I see the vhenadahl, the "tree of our people," that is planted in the middle of our poor alienage here in the human city, I weep. It is a strong and mighty tree with many branches, but it bears only bitter fruit.

—The tale of The Rise and Fall of the Dales, as told by Sarethia, elder of the Highever Alienage.



Elven History: Part Four

Now we wander, we last clans that refused to put aside our pride and live in the alienages set aside for elves in human cities. We wander the lands in our aravels—the "landships" as the shemlen call them—and proudly tattoo the symbols of our gods on our faces to pronounce to all who see us that our beliefs are sacred, and we shall never surrender them.

We keep to ourselves. If we stay in any one place for too long, the shemlen will come and attempt to make us leave. Some of the clans resist, but most will simply pick up the aravels and move on once again. Our way is not to do battle with the shemlen unless we must. Our way is to gather what bits of our culture and our language we can find, to guard them carefully and preserve them—for the day will come when we have a homeland once again. And when that day comes, we shall be ready. Our brethren in the shemlen cities who have forgotten, they

will come to us on that day, and we shall teach them. They will learn the ancient magic of the keepers, the crafts of our masters and the language of our ancestors. And we shall not make the same mistakes again.

We are the Dalish: keepers of the lost lore, walkers of the lonely path.

We are the last of the Elvhenan, and never again shall we submit.

—The tale of The Fall of Arlathan, as told by Gisharel,
keeper of the Ralaferin Tribe of the Dalish elves.

Race: Dwarves

The Children of the Stone, dwarves are a stout, bearded race that are, on average, a little shorter than humans but generally much broader and thicker, and they possess a comparatively strong constitution. Sickness is almost unknown among the dwarven folk, but their proximity to the darkspawn means their population is dwindling—the huge number of deaths in battle, combined with the relatively low fertility means the population of dwarves has been falling steadily for nearly a thousand years.

As a people, the dwarves tend to have a single-minded dedication that can be both their weakness and their strength. Their ability to dedicate themselves to a cause has allowed them to survive in conditions that would kill any other race and even develop a level of technology that far surpasses anything else in Thedas (the dwarves use clockwork and limited steam power, and they have a society that is just barely preindustrial). Although, their refusal to change the traditions that have sustained them have stagnated their society into a rigid caste system, where everything a dwarf can be or expect from life is determined at birth. The worst victims of this system are the casteless, dwarves who have lost their legal standing in society by committing a crime or being the descendant of criminals, or by voluntarily abandoning their caste to live on the surface. These unfortunates are not allowed to hold any job, nor receive any legal protections, and they scrabble out a miserable existence in pathetic shanty towns on the outskirts of proper society.

Legends among humans say that dwarves can see in pitch-blackness. This is not really true, and a dwarf would be the first to scoff at such tales. They possess an ability to see better in the dark than most, but they do need some light. But dwarves have not entirely escaped the effects of living underground. The walls of the caves where they built their city are laced with lyrium, the magical ore that is the source of all magic in Thedas. This has given dwarves a natural resistance to magic, which both protects them from the harmful effects of raw lyrium and makes it impossible for them to cast spells. Dwarves who live on the surface for a long time or who are born there appear to lose their protective immunity, though their inability to use magic appears to persist (however, it may simply be that no surface dwarf has yet tried).

Dwarves once existed in great thaigs present under every major mountain range, their lands connected by the Deep Roads, but the relentless onslaught of the darkspawn forced the last of the dwarven thaigs under the Frostback Mountains to seal themselves off from the rest of their kind just to survive. In the city of Orzammar, the last of the dwarves fight a daily battle against

the darkspawn, a battle they will inevitably lose, as the darkspawn seem limitless in their numbers and the dwarves are not.

In the meantime, the dwarves continue to proudly uphold their culture and engage in mining in their vast underground city. They worship their ancestors, and every dwarf devotes his life to the service of his caste and to achieving the same status as his ancestors through his deeds as a warrior, a merchant, or a craftsman. They trade with the surface races, and a growing number of dwarves have begun to live on the surface and play a key role in the survival of the race, even if their underground brethren think them the lesser for it.



The Memories tell us that once our lands were numerous and extended far beyond the Frostback Mountains. The thaigs were once almost beyond counting. Kal Sharok was the capital then, home to all noble houses, and Orzammar was simply home to the Miner and Smith castes.

It was with the coming of the Tevinter Imperium that things began to change. Paragon Garal moved the seat of power to Orzammar to more closely oversee the trade that began with the surface. It seemed that our people were entering a new age of prosperity. We taught such concepts as commerce and coinage to the humans, and in return they provided us with a wealth of things we had never possessed in the deep: grains and wood, to name two.

The Memories hold no explanations for the coming of the darkspawn, only questions. One moment there was no such thing as a darkspawn, and the next there was. The darkspawn poured into the Deep Roads like smoke, and the Warrior Caste struggled to hold them back. Countless thaigs were lost in that First Blight. But as ever, in our time of need, a Paragon

arose. Paragon Aeducan led the defenses of Orzammar, and we were saved from utter annihilation.

The cost of victory, however, was great. The Deep Roads were sealed to hold back the darkspawn, cutting off thaigs and whole cities forever. Only Orzammar remained, the last bastion of an ancient empire that had once sprawled over all of the deep of Thedas. The dwarves had been brought low, but we had survived.

—From Orzammar as a Kingdom, as told by Shaper Vortag.

Race: Qunari

The Qunari are a large and imposing race, once having been powerful barbarians that were dominated by their berserker rages. Then came the Qun, a philosophy and religion that taught them how to control their rages and how to live and become a superior, enlightened race. They tamed their minds and turned their society into a model of efficiency and order in which no deviant beliefs are allowed and all must submit to the higher authority of the Qun.

Part 1: Arrival of the Giants

While historians often site the darkspawn as the greatest single threat to Thedas, most people outside of the dwarven lands would say they are a more remote threat than the invaders called the Qunari. There has not been a Blight in over four centuries, after all, since the hero Garahel defeated the archdemon at the Battle of Ayesleigh. Over 100 years later, in 6:30 Steel, the first Qunari ships were reported off the coast of Par Vollen in the far north, marking the beginning of a new age of warfare.

Gold-skinned giants said to hail from an eastern land across the Boeric Ocean, the Qunari are a mystery to most people. To some, they are hated conquerors whose deadly skill at combat and destructive technology nearly brought the civilized world to its knees. To others they are heathens, worshippers of a strange religion who seek to spread it to "lesser" races by force. Still to others, such as in the southern lands of Ferelden, they are a legend, strange creatures from the far north who have been seen only on rare occasion since the peace began.

Almost before the rest of Thedas had heard of the Qunari's appearance in Par Vollen, they were invading the mainland, striking first into Rivain and then Seheron. The defenders of those lands were hardly a match for Qunari discipline. Their might, the likes of which our ancestors had never seen before, brought troops to their knees. Qunari warriors in glittering steel armor carved through the defenders with ease. History calls this the First Qunari War, but it was mostly a one-sided bloodbath, with the Qunari advancing far into Tevinter within ten years.

It was a dark time for Thedas, with the nations of mankind being forced to once again unite against a common enemy—this one intending not to destroy, as the darkspawn did, but to conquer a land they saw as being in dire need of enlightenment. The Qunari proved themselves to be the most frightening sort of opponent of all: religious zealots.



Part 2: The Golden Masters

Stories of how the Qunari treated the lands they occupied (kabethari being the term for those lands and supposedly meaning "those who need to be taught") are varied and difficult to verify.

Some claim that the Qunari were guilty of terrorizing the populace. They divided children from their families and sent adults to "learning camps" for indoctrination in their religious philosophies. Those who refused to obey were forced into indentured servitude or sent to mines or construction camps to labor, often until they perished of sheer exhaustion or starvation. Those who resisted were slain, instantly and without mercy. Many who obeyed their new masters, however, claim that they were treated well and even given a large amount of trust provided they followed the strict Qunari codes of conduct and laws.

For every tale of suffering recorded, there was another that tells of enlightenment from something called the "Qun." This is either a philosophical code or a written text, perhaps both, and some claim it may even be akin to the Qunari god. Unlike the Chant of Light, it governs all aspects of Qunari life, both secular and spiritual, and the Qunari are devoted to following its tenets strictly and without question.

Those who recorded their interactions with the golden masters tell of mighty creatures, who were a head taller than a man, with frighteningly calm demeanors and a sort of sparkling fire behind their eyes. Some even said they have a certain kindness to them or a conspicuous lack of cruelty, and one Seheran who converted reported pity for those who had not, as if the conquerors' religion led to a sort of self-discovery. "For all my life I followed the Maker wherever his path may lead me," he writes, "but in the faith of the Qun, I have found the means to travel my own path. If only all my people could understand what it is the Qunari offer us."

It is said that the most complete way to wipe out a people is not with weapons but with books. Thankfully, a world that had known and resisted four Blights would not so easily bow to a foreign aggressor. The New Exalted Marches were about to begin.

Part 3: The New Exalted Marches

Taking their names from the Exalted Marches of the past, the New Exalted Marches were declared by the Chantry in 7:25 Storm after nearly a century of internecine warfare throughout northern Thedas. The Imperial Chantry in Minrathous (the only unoccupied major Tevinter city) marched against Seheron and the occupied eastern territories of the Imperium, and the Divine in Val Royeaux commanded her templars to lead the armies of the south into Rivain. It was the grandest mobilization of martial power since the Fourth Blight.

The greatest advantage that the Chantry-led forces had against the Qunari was, in fact, the Circle of Magi. For all their technology, the Qunari appeared to harbor a great hatred for all things magical. They possessed mages, but these were little better than animals kept on leashes, and none of the Qunari mages possessed anywhere near the skill that the Circle's mages had. The Chantry responded with lightning and balls of fire, which proved effective indeed.

For all the force that the Qunari armies had brought to bear on the north, they also lacked the sheer numbers of the humans. As each year passed, the Chantry pushed farther and farther into the Qunari lines. Dealing with those of the local populace who had converted to the Qunari religion proved difficult, especially as some of these had lived under the Qun now for generations. The response by many armies was simply to exterminate all those who had converted. Officially, the Chantry denies this, claiming most converts fled north into Rivain and Par Vollen, but the mass graves at Nocen Fields and Marnas Pell indicate otherwise. Indeed, so many were slain at Marnas Pell that the Veil is said to be permanently sundered, the ruins still plagued by restless corpses to this day.

Regardless of how it was done, by 7:84 Storm, the Qunari had been pushed back. Rivain was the only human land that embraced the Qunari religion after being freed, and its rulers attempted to barter a peace. Envoys from most human lands gathered to sign the Llomerryn Accord, and peace was made between the Qunari and all human lands with the exception of the Tevinter Imperium. Even there, however, the Qunari withdrew. Humanity had, with the Maker's will, beat back the invaders and returned to its rightful place as masters of Thedas. It is a shaky peace that has lasted to this very day.

—All excerpts from Tales of the Destruction of Thedas, by Brother Genitivi, Chantry scholar.

Group: The Grey Wardens

The Grey Wardens are a renowned group of scouts and fearless warriors. This was once an extremely large organization that dedicated itself to the destruction of the darkspawn and the protection of all human lands. They are the most elite and feared of warriors, said to sense the presence of darkspawn and to have greater knowledge of the tactics to fight them than anyone else in Thedas. The nations of humanity once gladly tithed to the Grey Wardens and sent them not only food and equipment, but also a steady stream of new recruits. Once they rode the great white griffons overhead and arrived in glorious numbers wherever the darkspawn threatened.

Now, however, it has been over four centuries since the last Blight, and the order has dwindled in importance. The griffons, the very symbol of the Grey Wardens, have died out, and the nations tithe only grudgingly and often far less than the old agreements say they should. The Wardens number far less than they once did, and even though they are still respected and sometimes even feared for their martial prowess, they are largely thought irrelevant in lands where the Blights have not appeared for centuries. Only in the far-off Anderfels, where the mighty Grey Warden fortress of Weisshaupt still stands, does the order still maintain a powerful political presence. For the rest of Thedas, however, they are legends and little else.

Group: Templars

Often portrayed as stoic and grim, the Order of Templars was created as the martial arm of the Chantry. Armed with the ability to dispel and resist magic in addition to their formidable combat talents, the templars are uniquely qualified to act as both a foil for apostates—mages who refuse to submit to the authority of the Circle—and a first line of defense against the dark powers of blood mages and abominations.

While mages often resent the templars as symbols of the Chantry's control over magic, the people of Thedas see them as saviors and holy warriors, champions of all that is good and armed with enough piety to protect the world from the ravages of foul magic. In reality, the Chantry's militant arm looks first for skilled warriors with unshakable faith in the Maker; a flawless moral center is a secondary concern. Templars must carry out their duty with an emotional distance, and the Order of Templars would rather have soldiers with religious fervor and absolute loyalty than paragons of virtue who might question orders when it comes time to make difficult choices.

The templars' power comes from the substance lyrium, a mineral believed to be the raw element of creation. While mages use lyrium in their arcane spells and rituals, templars ingest the primordial mineral to enhance their abilities to resist and dispel magic. Lyrium use is regulated by the Chantry, but some templars suffer from lyrium addiction, and the mineral can have side effects, including paranoia, obsession, and dementia. Templars knowingly submit themselves to this "treatment" in the service of the Order and the Maker.

It is this sense of ruthless piety that most frightens mages when they get the templars' attention: When the templars
are sent to eliminate a possible blood mage, there is no reasoning with them, and if the templars are prepared, the mage's magic is often useless. Driven by their faith, the templars are one of the most feared and respected forces in Thedas.

Group: Bards

In the intrigue-filled courts of Orlais, the bard is something of a curiosity. Minstrels weave tales of spies who masquerade as musicians and troubadours, using their position as skilled entertainers to get close to their targets and extract secrets for their mysterious employers. They are trained to use music to soothe hearts and cloud minds; even in combat, their abilities to inspire allies and distract foes are legendary. Beyond their music, they are masters of dirty fighting, stealth, and larceny. More than one battle has been won through the aid of a cunning bard. Orlesian nobles welcome such entertainers into their homes with full knowledge that any one of them could be a bard. In Orlais, intrigue is a deadly game, and the thrill of outwitting a spy is a notion the Orlesian aristocracy can hardly resist. Unfortunately, when one finally realizes that a true bard has been among them, it is usually far too late.

In other parts of the world, bards are less prominent but no less dangerous. In Ferelden, bards once played fairs and graced the courts of banns and arls, listening for secrets that could be used to sway the fiercely independent nobility. In the ancient Tevinter Imperium, skilled bards find a great deal of work among the mage-led families that rule in the Senate and compete in an age-old cutthroat game for ascendancy. Bards travel any place where secrets have value or where knowledge is power, and everywhere they go, everyday minstrels benefit from their mystique.

Group: Legion of the Dead

The Legion of the Dead is the most famous dwarven military unit. The Legion accepts anyone into its ranks who is willing to declare him or herself dead, giving up all possessions and ties to previous life. The ritual of their joining being very akin to a funeral, these warriors are, in essence, already dead, and the rest of society treats them as if they have died. This makes them fearless berserker warriors whose fame has extended into human lands as well. Nothing is supposedly more terrifying than the charge of the Legion. Many convicted dwarf criminals join the Legion rather than face exile or loss of their caste. Once in the Legion, all records of that dwarf's past crimes or debts are erased, and the warrior is considered to have died in heroic combat against the darkspawn.

Group: Silent Sisters

The Silent Sisters is a fighting order that exists within the dwarven warrior caste. All female warriors are accepted without question, regardless of their castes, provided they can prove themselves. (Certainly, not all female warriors become Silent Sisters, as they are considered extremists even among women.) These warriors follow in the footsteps of the first female warrior to achieve Paragon status, Astyth the Grey; like her, they cut out their tongues so they

may devote themselves more fully and fanatically to the pursuit of unarmed martial prowess. Every Silent Sister keeps the dagger with which she cut out her tongue, though she never uses it as a weapon.

Group: Antivan Crows

Antivans are well known for being good at everything but fighting, so perhaps it is not surprising that Antiva possesses the largest and most infamous guild in Thedas. The House of Crows, as they are known locally, consists of spies, assassins, and thieves—all under the control of a secret council that is said to be comprised of the heads of a small collection of the wealthiest (and even royal) families in Antiva.

The Crows are almost omnipresent in their own nation and are known to appear elsewhere, all identifiable by their unique tattoos (a tradition taken from the Rivaini; some Crows display their tattoos proudly, while others keep them hidden). They are accepted in Antiva as a fact of life, though the government has tried many times to stamp them out. In a way, however, the fame of the Crows protects Antiva as well; it is often said that nations tend to avoid invading Antiva, because while their armies might find little resistance, the leader of those armies and the man who sent them will almost certainly turn up dead. If someone knows the Crows have targeted him for death, he runs; however, targets rarely get far.

Group: Chasind

The Chasind Wilders have lived in the Korcari Wilds since the first wars with the Alamarri drove them southward a millennia ago. According to their own lore, they had always been a forest-dwelling people who adapted quickly to their new home. Game and fish were plentiful in the wetlands, and the Chasind thrived.

For a time, they and the hill-dwelling Avvars were true threats to the northern lowlands. The Tevinter Imperium had arrived and was hard-pressed to keep back the waves of invasions from the south and the west. The fortress of Ostagar was built specifically to watch for Chasind hordes venturing north of the tree line. It was not until the legendary warrior Hafter soundly defeated the Chasind in the first half of the Divine Age that the question of their ability to contest the lowlands was settled permanently.

Today, the Chasind are considered largely peaceful, though their ways are still primitive compared to our own. In the Korcari Wilds, they live in strange-looking huts built on stilts or even built into the great treetops. They paint their faces and are split into small tribes ruled by shamans like those among the Avvars. There are many tales of these shamans having learned their magic from the "Witches of the Wilds," witches who inspire as much terror as they do awe and gratitude even if there is no definitive proof they exist. In particular, the tale of Flemeth, the greatest Witch of the Wilds, is celebrated among all tribes.

While there is no way to know how many Chasind exist in the Wilds today, few travelers who pass through the forests tell of Chasind eking out an existence even in the frozen wastelands of the far south. One can assume that should the Chasind ever organize themselves once more, we might have reason to fear them here in Ferelden. We ignore them at our peril.

—From Ferelden: Folklore and History, by Sister Petrine, Chantry scholar.

Enemies: Darkspawn

"Darkspawn" is a term that collectively refers to the tainted creatures that dwell underground and have four times spilled out to threaten the existence of all civilized races on the continent. Normally, the darkspawn are disorganized and fight with each other, seldom being seen on the surface except for during raids and small invasions that quickly exhaust themselves, leaving only disease and death in their wake. Several times in history, however, the darkspawn have uncovered one of the ancient high dragons (called "Old Gods" by the Tevinter Imperium) that slumber in the depths of the earth. The dragon is awakened and twisted into a darkspawn creature known as an "archdemon." The archdemon then marshals the darkspawn, pushing them to create a horde that spills onto the surface in a great wave of violence. When this happens, it is known as a Blight, and each of the four Blights has brought humanity to the edge of destruction before its archdemon was defeated and the darkspawn driven back down into their underground caverns.

During a Blight, the land around the center of the event is sucked of moisture, turning everything dry and brown and filling the sky with roiling, black clouds that block the sun and make the environment comfortable for the darkspawn to come forth. This wasteland spreads, and with it spreads disease.

The last Blight ended long ago with so many darkspawn being slaughtered that it seemed certain they could never return in great numbers. Darkspawn occasionally appear on the surface to raid, but this occurs mostly in remote areas and rarely at that. They have become the bogeymen who frighten the common man but often are considered more of a legend, since few people have ever seen one. The creatures are more prevalent in the far-off Anderfels and in dwarven Orzammar, where they are a very real and immediate threat. Outside of those areas, the only people who give the darkspawn threat credence are the Grey Wardens, an organization of dedicated warriors sworn to protect the human lands from darkspawn infestation. Their organization has dwindled since the fourth Blight, however, and while they valiantly prepare for the inevitable, they are no longer equipped to fight the legion of darkness that will surely come.

*** The First Blight ***



Part 1: The Second Sin

Thedas is a land filled with fierce diversity, from the assassin-princes of Antiva to the faded griffons of the Anderfels, but in my travels, I have found one tale that unites the people of this land. It is a story of pride and damnation, and though the telling differs, the essence of the tale itself remains the same.

At the height of its power, the Tevinter Imperium stretched over much of Thedas, uniting the known world under the rule of the tyrannical magisters. It is said that the magisters were given the knowledge of blood magic by the Old Gods they worshipped, and they used this forbidden power to cement their rule. The blood of elven slaves and humans alike ran down Imperial altars to fuel magister greed, the tales of their excesses so horrifying that one should be most grateful that blood magic is a practice prohibited today.

But all that stands tall must eventually fall. Perhaps they foresaw their ruin, or perhaps their pride knew no bounds, but whatever the reason, the magisters dared to open a magical portal into the Golden City at the heart of the Fade. They sought to usurp the Maker's throne, long left unattended in the Golden City after the Maker turned his back on his creations. They would storm heaven itself with their power and become as gods. This is what the Chantry, in its oft-exercised tendency to understate, refers to as the Second Sin.

According to most versions of the tale, the magisters did indeed reach the Golden City and walked in the home of the Maker, where no living being before them had dared to tread. But humanity is not meant to walk in heaven. The magisters were wicked with pride and other sins, and their presence tainted the Golden City. What once was a perfect, holy citadel became a twisted home of darkness and nightmares. The magisters were thrown back through their gateway and cursed for their treachery. As the Golden City had been tainted, so were the magisters twisted and transformed into things of darkness—the very first of the darkspawn. The Golden City, once a shining beacon at the heart of the Fade, became the Black City, a reminder of all that man's pride has cost.

Part 2: Dumat Rises

People today have little concept of the consequences of the Second Sin. Oh, believe me when I say that when asked, pious, Chantry-going folk will curse the use of foul magic, spitting and snapping their fingers, but none live today who actually remember the horror that was unleashed so very long ago. Whatever records might have existed regrettably did not survive the chaos and ignorance that was to follow. We have only the tales of survivors handed down through the murky ages and the dogma of the Chantry to instruct us, and that is precious little indeed.

I believe I am not understating it when I say that the Second Sin unleashed the bane of all life upon Thedas. The darkspawn are more virulent than the worst plague, a heartless force of nature that came into our world like an ill wind. We know from accounts of later Blights (as these darkspawn invasions came to be called; never a more appropriate name has existed) that the darkspawn spread disease and famine wherever they tread. The earth itself is corrupted by their presence, the sky roiling with angry black clouds. I do not exaggerate, my friends, when I say that a mass gathering of darkspawn is an omen of dread cataclysm.

It is said that those cursed magisters who became the first darkspawn scratched at the very earth to find solace in the darkness of the dwarven Deep Roads, and there in the shadows they multiplied. Whether by intelligent design or by some last vestige of worship in their minds, they attempted to locate the Old Gods they had once served. They found what they sought: Dumat—first among the Old Gods, once known as the Dragon of Silence before the Maker imprisoned him and all his brethren beneath the earth for the First Sin—usurping the Maker's place in mankind's heart.

The slumbering dragon awoke, freed from the Maker's prison by his twisted followers, and became corrupted himself. Dumat was transformed into the first archdemon, his great and terrible power given will by a rotting, unholy mind. With the darkspawn horde following, Dumat

rose and took wing in the skies once again, bringing destruction—no, ruin—to the world the Maker had created. The Old God had become the eye of a dark storm that would ravage the entire world.

Part 3: The Dwarves Fall

The ancient world during the First Blight was very different from the one we know today. Aside from the civilized rule of the Imperium, humans as a race were largely barbarous and splintered, divided into clans and tribes and squabbling among ourselves for resources. At the same time, deep beneath Thedas's great mountain ranges spanned a dwarven culture as organized and advanced as ours was primitive.

As the darkspawn bubbled up to the surface from their underground lairs, mankind first buckled and then fought back. The armies of Tevinter attempted to face down the multitudes of twisted creatures and the horrid rotting of the land around them, but they could not be everywhere at once. Human history remembers the First Blight as a time of terrible devastation, and those stories are accurate, but in our arrogance, we often forget the price paid by the dwarves in their isolated mountain kingdoms.

The dwarves faced far greater hordes than the humans as the darkspawn challenged them for control of the underground. Despite the might and technology the dwarves brought to bear, the savage darkspawn tore through them, first destroying the more remote thaigs before swallowing up entire kingdoms. Think of it: an entire civilization lost in the space of decades. Compared to the near-genocide that the dwarves faced, what we humans call the First Blight must have seemed a mere skirmish to them. Against the darkspawn, the dwarven lands have always taken on the brunt of the fighting and the majority of the sacrifices.

Four dwarven kingdoms finally managed to combine their might and fight back, and that cooperation saved them. But for the rest of their lands it was too late. The darkspawn had taken the Deep Roads, the majestic underground passages that linked the dwarven lands throughout Thedas. The darkspawn could now attack anywhere on the surface through these tunnels. Humanity simply was not prepared for an onslaught such as this. It was clear that the warfare we knew would not avail us. We had to find a new way to fight.

Thus came our salvation: The Grey Wardens were born.

Part 4: Griffons Take Flight

Founded at Weisshaupt Fortress in the Anderfels, the Grey Wardens offered humanity hope in its darkest hour. Veterans of decades of battles with the darkspawn came together, and the best among them pledged to do whatever was necessary to stem the tide of darkness that swept across the land. These great humans, elves, and dwarves pooled their knowledge of the enemy and formed a united front to finally put a stop to the archdemon's rampage.

And stop it they did. Ballads are still told today of the first Grey Warden charge into the waves of darkspawn at the city of Nordbotten, each Warden facing 10, 20 darkspawn at a time. Squadrons of Grey Wardens mounted on their mighty griffons, soaring through the blackened

skies and battling the terrible archdemon with spear and spell. Oh, what a sight it must have been!

Incredibly, the Grey Wardens won that first battle. They raised their arms in victory, and suddenly there was hope. The Grey Wardens led the lands of men and the last stalwart defenders of the dwarven halls against the hordes of the archdemon Dumat for the next 100 years, gaining and losing ground but never backing away. They recruited whoever possessed the skill and strength to raise their banner from all over Thedas, making no distinction between elven slave or human nobleman. Finally, nearly two centuries after the first Old God rose from the earth, the Grey Wardens assembled the armies of men and dwarves at the Battle of Silent Fields. It was then that Dumat was finally slain and the First Blight ended.

The Tevinter Imperium would face a new challenge with the coming of the prophet Andraste, and thoughts of the Blight grew distant. With their defeat, the darkspawn were considered no longer a threat, but with the wisdom of hindsight, we all know that conceit proved to be hopeful and foolish indeed. The task of the Grey Wardens was far from over.

—All excerpts from Tales of the Destruction of Thedas, by Brother Genitivi, Chantry scholar.



Religion

History of the Chantry

Part 1: The Imperium in Flames

The First Blight devastated the Tevinter Imperium. Not only had the darkspawn ravaged the countryside, but also Tevinter citizens had to face the fact that their own gods had turned against them. Dumat, the Old God once known as the Dragon of Silence, had risen to silence the world, and despite the people's frenzied pleas for help, the other Old Gods did nothing. The people of the Imperium began to question their faith, punishing their gods for not assisting them by murdering priests and burning temples.

In those days, even after the devastation of the First Blight, the Imperium stretched across the known world. Fringed with barbarian tribes, the Imperium was well prepared for invasions and attacks from without. Fitting, then, that the story of its downfall begins from within. The people of the far northern and eastern reaches of the Imperium rose up against their powerful

overlords in rebellion. The Tevinter magisters summoned demons to put down these small rebellions, leaving corpses to burn as examples to all who would dare revolt. The Imperium began to tear itself apart from within, throngs of angry and disillusioned citizens doing what centuries of opposing armies could not. But the magisters were confident in their power, and they could not imagine surviving a Blight only to be destroyed by their own subjects.

Even after the Blight, Tevinter commanded an army larger than that of any other organized nation in Thedas, but that army was scattered and its morale dwindling. The ruin of Tevinter was such that the Alamarri barbarians, who had spread their clans and holds over the wilderness of the Fereldan Valley at the far southeast edge of the Imperium, saw weakness in their enemy and, after an age of oppression, embarked on a campaign to free their own lands and to bring down mighty Tevinter.

The leaders of that blessed campaign were the great barbarian warlord Maferath, and his wife, Andraste. Their dreams and ambitions would change the world forever.

Part 2: A Prophet Born

When the prophet Andraste and her husband, Maferath, arrived at the head of their barbarian horde, southern Tevinter was thrown into chaos. The Imperium had defended against invasions in the past, but now they stood without the protection of their gods, their army was in tatters, and their country was devastated by the Blight. Many felt that the timing of the invasion was yet another of the Maker's miracles in Andraste's campaign to spread his divine word.

Andraste was more than simply the wife of a warlord; after all, she was also the betrothed of the Maker. Enraptured by the melodic sound of her voice as she sang to the heavens for guidance, the Maker appeared to Andraste and proposed that she come with him, leaving the flawed world of humanity. In her wisdom, Andraste pleaded with the Maker to return to his people and create paradise in the world of men. The Maker agreed, but he would do this only if all the world would turn away from the worship of their false gods and accept the Maker's divine commandments.

Armed with the knowledge of the one true god, Andraste began the Exalted March into the weakened Imperium. One of the Maker's commandments—that magic should serve man rather than rule over him—was salve to the souls of the downtrodden of Tevinter who lived under the thumbs of the magisters.

Word of Andraste's Exalted March, of her miracles and military successes, spread far and wide. Those in the Imperium who felt the Old Gods had abandoned them eagerly listened to the words of the Maker. Those throngs of restless citizens who destroyed temples now did so in the name of the Maker and his prophet, Andraste. As Maferath's armies conquered the lands of southern Tevinter, so did Andraste's words conquer hearts.

It is said that the Maker smiled on the world at the Battle of Valarian Fields, in which the forces of Maferath challenged and defeated the greatest army Tevinter could muster. The southern reaches of the mighty Imperium now lay at the mercy of barbarians. Faith in the Maker, bolstered by such miracles, threatened to shake apart the foundations of the Imperium. Of

course, the human heart is more powerful than the greatest weapon, and when wounded, it is capable of the blackest of deeds.

Part 3: Andraste Betrayed

It is said that at the Battle of Valarian Fields, Maferath stood and looked out over his armies. He had conquered the southern reaches of the greatest empire the world had ever known and built splintered barbarian clans into a force to be feared. With pride in his heart, he turned to congratulate his men and found that they had turned from him.

Maferath fell to the evil of jealousy. After all that he had done, his wife was the one to receive all the glory. He saw his wife's power and influence and became tired of his place as second husband, below that of the Maker, and his heart swelled with fury. If he had conquered just to have his wife wrested from him by a forgotten god and a legion of faith-hungry rabble, then perhaps this war was not worth the trouble.

Here, history and the Chant of Light grow apart. History tells us that Maferath looked north into the central Imperium and saw nothing but more war against a rapidly regrouping army, and he despaired. The Chant of Light holds that Maferath chafed at his position as a secondary husband beneath the Maker and grew jealous of the glory that Andraste received, even though it was he who led the armies.

Maferath traveled to the Imperial capital of Minrathous to speak with the Archon Hessarian. There he offered up his wife to the Imperium in return for a truce that would end hostilities once and for all. The Archon, eager to put down the voice of the prophet who stirred his own people against him, agreed. Maferath led Andraste into an ambush where she was captured by Imperial agents, signifying an end to her Exalted March.

Crowds of loyalists stood in the central square of Minrathous to watch Andraste's execution. By command of the Archon, she was burned at the stake in what the Imperium believed to be the most painful punishment imaginable. According to the Chantry, however, Andraste was instead purified and made whole by the flames, ascending to her life at her Maker's side. By all accounts, there was only silence where her screams should have been. At the sight of the prophet burning, the crowds were filled with a profound guilt, as if they were participating in a great blasphemy. So moving was the moment that the Archon himself drew his sword and thrust it into the prophet's heart, ending her torment and leaving those assembled to consider the weight of what they had seen.

Whereas the execution of Andraste was meant to be a symbol of defeat for the faith of the Maker, in truth, it all but sealed the fate of the worship of the Old Gods and paved the way for the spread of the Maker's chant.

Part 4: The Birth of the Chantry

The crowds present at the death of Andraste were right to feel despair. It is believed that the prophet's execution angered the Maker, and he turned his back on humanity once more, leaving the people of Thedas to suffer in the dark.

In these dark times, mankind scrambled for a light, any light. Some found comfort in demonic cults that promised power and riches in return for worship. Others prayed to the Old Gods for forgiveness, begging the great dragons to return to the world. Still others fell so low as to worship the darkspawn, forming vile cults dedicated to the exaltation of evil in its purest form. It is said that the world wept as its people begged for a savior that would not come.

Andraste's followers, however, did not abandon her teachings after her death. The cult of Andraste rescued her sacred ashes from the courtyard in Minrathous after her execution, stealing them away to a secret temple. The location of that temple has long been lost, but the ashes of Andraste served as a symbol of the enduring nature of the faith in the Maker, that humanity could earn the Maker's forgiveness despite its grievous insult to him.

With time, the cult of Andraste spread and grew, and the Chant of Light took form. The Chant told the tale of Andraste and Maferath, their rise and fall, and it took flight in the hearts of the people. Spread this Chant to the four corners of Thedas, it was said, and it would gain the Maker's attention at last. As the Chant of Light was spread, the cult of Andraste became known as the Andrastian Chantry.

The early Chantry was a thing of both might and right. An early scribe described it as "the gleaming sight of iron blades with the warming sound of holy song." Those who converted to the Chantry's beliefs found it their mission to spread Andraste's word. Thus did the Exalted March begin anew, the Chant of Light spreading across the world—by force, if necessary.

There were many converts, including powerful people in the Imperium and in the city-states of what is now known as Orlais. Such was the power of the Maker's word that the young King Drakon undertook a series of Exalted Marches meant to unite the city-states and create an empire solely dedicated to the Maker's will. The Orlesian Empire became the seat of the Chantry's power, the Grand Cathedral in Val Royeaux the source of the movement that birthed the organized Chantry as we know it today. Drakon, now Emperor Drakon I, created the Circle of Magi, the Order of Templars, and the holy office of the Divine. Many within the Chantry consider him to be as revered a figure as Andraste herself.

The modern Chantry is a thing of reverence and beauty, but it is also a house of necessity, protecting Thedas from powerful forces that would do it harm. Where the Grey Wardens protect the world from Blight, the Chantry protects mankind from itself. Most of all, the Chantry works to earn the Maker's forgiveness, so that one day he will return and transform the world into the paradise it was always meant to be.

—All excerpts from Tales of the Destruction of Thedas by Brother Genitivi, Chantry scholar.

Chantry Dogma

The Chantry focuses on several main messages:

Magic is a sin of pride—the magisters of the Imperium believed that they were greater than the Maker, and this is what destroyed the Golden City and unleashed the darkspawn upon the world. The darkspawn are mankind's sin made flesh.

Magic should exist to serve mankind and never rule over him. This is the guiding principle behind the Circle of Magi.

Andraste was the betrothed of the Maker and the one who convinced the Maker to return to mankind after turning his back on them for worshipping the Old Gods. Andraste's betrayal was what drove him away again, and mankind must regain his favor because of that great sin.

To earn the Maker's forgiveness, the Chant must be spread to all four corners of the world. Then the Maker will finally hear mankind's call and return. Once the Maker returns to the world, he will make it a paradise. Until then, he watches over mankind, and only those who are worthy will be chosen to stand by his side along with Andraste.

The Chantry is urged by its own dogma to proselytize—forcefully, if need be. The Chantry is very much a militaristic organization and has needed its armed templars to exert control over magical corruption and to root out the heresies that were very common throughout the first centuries of its existence. The teachings of Andraste had many followers prior to the Chantry's official creation, and in many places those teachings took on slightly different forms—different interpretations on the role of magic and on exactly what were the crimes of mankind against the Maker and how (if at all) mankind could earn his forgiveness. These heresies had to be crushed if the Chant was to be one united song. So, too, did the Chantry need to battle different faiths such as the remaining worship of the Old Gods and the pagan beliefs of the elves.

Chantry Structure

The Divine is the titular head of the Chantry, although since the Schism split the Imperial Chantry into its own faction, there are now, in fact, two Divines at any one time. One Divine, informally called the White Divine, is a woman housed in the Grand Cathedral in Val Royeaux. The other, known as the Black Divine, is a man housed in the Argent Spire in Minrathous.

Neither Divine recognizes the existence of the other, and the informal names are considered sacrilegious. Regardless of gender, a Divine is addressed as "Most Holy" or "Your Perfection." Beneath the rank of Divine is the grand cleric. Each grand cleric presides over numerous chantries and represents the highest religious authority for their region. They travel to Val Royeaux when the College of Clerics convenes but otherwise remain where they are assigned. All grand clerics are addressed as "Your Grace."

Beneath the grand cleric is the mother (or, in the Imperial Chantry, the father). If a mother is in charge of a particular chantry, "revered" is appended to her title. These are the priests responsible for administering to the spiritual well-being of their flock. A mother or Revered Mother is addressed as "Your Reverence."

Brothers and sisters form the rank and file of the Chantry and consist of three main groups: affirmed, initiates, and clerics. Affirmed are the lay-brethren of the Chantry, those regular folk who have turned to the Chantry for succor. Often they are people who have led a difficult or irreligious life and have chosen to go into seclusion, or even orphans and similar unfortunates

who were raised into the Chantry life. The affirmed take care of the Chantry and are in turn afforded a life of quiet contemplation, no questions asked.

Only those folk who take vows become initiates. These are men and women in training, whether in academic knowledge or the martial skills of a warrior. All initiates receive an academic education, although only those who seek to become templars learn how to fight in addition.

Clerics are the true academics of the Chantry, those men and women who have dedicated themselves to the pursuit of knowledge. They are often found in Chantry archives, sages presiding over libraries of books and arcane knowledge. The most senior of these clerics, placed in charge of such archives, are given the title "elder," although such a rank is still beneath that of mother. All other brothers and sisters are addressed simply by noting their title before their name, such as "Brother Genitivi."

Early Religion in Thedas

The Chantry maintains that the Maker was responsible for the creation of all life and the world from his throne in the Golden City within the heart of the Fade. The Maker has always existed, and the fact that the races of the world once worshipped false gods is why the Maker abandoned them to their fate long ago. It is said that the spirits of the Fade were the Maker's first creations and were flawed and thus cast out from the Maker's grace. These spirits were jealous of the living and whispered to them in their dreams, telling them that they were the true gods and that the living should bow down before them. And the living did so, summoning these spirits through the Veil into our world and worshiping them as idols that walked among them.

These were the Old Gods, spirits powerful enough that it is said they took the form of dragons. Giant, winged gods that ruled over the land. According to the Chantry, their worship was the Original Sin. The Old Gods angered the Maker by claiming to be the creators of the world, lying to the living and supplanting the Maker's true place. When the Maker furiously abandoned the Fade and his ungrateful creations, he cursed those Old Gods who existed in the world of the living, imprisoning them in tombs deep beneath the earth where they would slumber eternally. Thus were the living left to their fate with neither the Maker to watch over them nor the Old Gods to fly overhead.

The Old Gods

Dumat: the Dragon of Silence Zazikel: the Dragon of Chaos Toth: the Dragon of Fire Andoral: the Dragon of Chains Urthemial: the Dragon of Beauty Razikale: the Dragon of Mystery Lusacan: the Dragon of Night

Scholars assume that the Old Gods must indeed have been real at one point, but most agree that they were likely actual dragons—ancient high dragons of a magnitude not known today, and impressive enough to frighten ancient peoples into worshipping them. Some even claim that these dragons slumber as a form of hibernation, not as a result of the Maker's wrath.

Regardless of the truth, legend maintains that even from their underground prisons, the Old Gods were able to whisper into the minds of men. The Archon Thalsian, first of the magisters who claimed to have contacted the Old God Dumat, used the blood magic Dumat taught him to attain incredible power in Tevinter and declare himself the ruler of an empire. In return, he established the first temples worshipping the Old Gods, and the dragons became equated everywhere with Imperial power. Thalsian also created the magister ruling class that has existed to this day, his own pupils forming the noble houses that have ruled over Tevinter for millennia. Mages of the Imperial Chantry today claim it is more likely that blood magic was learned from the elves of Arlathan, but truly there is no direct evidence of either stance being true.

To date, four of the Old Gods are said to have risen as corrupted archdemons: Dumat, the first and most powerful, was slain at the Battle of Silent Fields. Zazikel fell at the Battle of Starkhaven; Toth died at the Battle of Hunter Fell; and Andoral was felled by Garahel, the legendary Grey Warden, at the Battle of Ayesleigh. The archdemons have been identified only after years of argument among scholars, and to this day it is unclear whether the archdemons were truly Old Gods and not simply dragons. All that is known is that the darkspawn hunt for them deep underground. If they are truly the Old Gods, as many scholars believe, then we have only three Blights remaining. When all the Old Gods have risen and been slain, however, what will happen? Will the Blights end forever and humanity earn forgiveness from the Maker at last? The scholars of the Chantry maintain that there were seven Old Gods in total and that their worship by elves and humans did not die out until after the First Blight.

It should be noted that the elves, too, had their own pantheon of gods. Even though these gods were never claimed to have walked in this world or have directly challenged the Maker, their worship is just as heretical and caused the Maker's abandonment just as much. Regardless of the truth behind the Old Gods, it is said that even from their underground prisons, they were able to whisper into the minds of men.

The organized worship of the Old Gods was at its height prior to the beginning of the First Blight when Dumat rose from his prison as the first archdemon. Ancient lore says that it was Dumat who created the first darkspawn and led them against Thedas. The believers felt betrayed that one of their deities could turn against them. However, the Chantry claims that it was the darkspawn who created the archdemon and not the other way around. The tale of the darkspawn's creation is known as the Second Sin: the magisters attempted to open a gate into the Golden City within the Fade, desiring to physically enter and take possession of the Maker's throne. They entered the Golden City successfully and thus tainted it with their sins. The city had been a flawless jewel that was cracked by the flaws of man. It was filled with evil and turned into the Black City (and it is a known fact that a blackened city sits at the heart of the Fade, and paintings indicate that it was within mankind's history that once it was golden and not black), and the magisters were ejected back into the living world as the darkspawn, cursed by the Maker for their pride. Repelled by the light, they hid underground and then searched for their old master. That they then tainted Dumat and unleashed the Blight upon the world was, as the Chantry claims, merely mankind's own sin rising to destroy him.

Worship of the Old Gods waned through to the Second Blight and the subsequent spread of the Chantry. Spots of worship continued in isolated areas even afterward, though during the Exalted March of the Dales, the Chantry actively stamped out this worship. Temples were burned down and destroyed, the cults either dispersed or driven underground. Some temples still stand (especially in Minrathous), though they have been converted to other uses. Most other temples are ruins or have been replaced, and some temples have been built in hidden places that were subsequently destroyed by the Chantry and now lie in shambles, grown over by weeds and forests. Some few cults devoted to those three Old Gods who have not risen as archdemon—primarily Urthemial, the God of Beauty—still exist today, and the dragon still remains Tevinter's most prominent symbol—even if its true original significance has been forgotten.

On Andraste

There was once a tiny fishing village on the Waking Sea that was set upon by the Tevinter Imperium, which enslaved the villagers to be sold in the markets of Minrathous, leaving behind only the old and the infirm. One of the captives was the child Andraste.

She was raised in slavery in a foreign land. She escaped, then made the long and treacherous journey back to her homeland alone. She rose from nothing to be the wife of an Alamarri warlord. Each day she sang to the gods, asking them to help her people, who remained slaves in Tevinter. The false gods of the mountains and the winds did not answer her, but the True God did.

The Maker spoke. He showed her all the works of his hands: the Fade, the world, and all the creatures therein. He showed her how men had forgotten him, lavishing devotion upon mute idols and demons, and how he had left them to their fate. But her voice had reached him and so captivated him that he offered her a place at his side, that she might rule all of creation.

But Andraste would not forsake her people. She begged the Maker to return, to save his children from the cruelty of the Imperium. Reluctantly, the Maker agreed to give man another chance.

Andraste went back to her husband, Maferath, and told him all that the Maker had revealed to her. Together, they rallied the Alamarri and marched forth against the mage-lords of the Imperium, and the Maker was with them.

The Maker's sword was creation itself: fire and flood, famine and earthquake. Everywhere they went, Andraste sang to the people of the Maker, and they heard her. The ranks of Andraste's followers grew until they were a vast tide washing over the Imperium. And when Maferath saw that the people loved Andraste and not him, a worm grew within his heart, gnawing upon it.

At last, the armies of Andraste and Maferath stood before the very gates of Minrathous, but Andraste was not with them. For Maferath had schemed in secret to hand Andraste over to the Tevinter. For this, the Archon would give Maferath all the lands to the south of the Waking Sea. And so, before all the armies of the Alamarri and of Tevinter, Andraste was tied to a stake and burned while her earthly husband turned his armies aside and did nothing, for his heart had

been devoured. But as he watched the pyre, the Archon softened. He took pity on Andraste and drew his sword, and he granted her the mercy of a quick death.

The Maker wept for his beloved and cursed Maferath and mankind for their betrayal, and he turned once again from creation, taking only Andraste with him. And Our Lady sits now at his side, where she still urges him to take pity on his children.

—From "The Sermons of Justinia II"

On the Maker

There was no word

For heaven or for earth, for sea or sky.

All that existed was silence.

Then the voice of the Maker rang out,

The first Word,

And his word became all that might be:

Dream and idea, hope and fear,

Endless possibilities.

And from it made his firstborn.

And he said to them:

In my image I forge you,

To you I give dominion

Over all that exists.

By your will

May all things be done.

~~~

Then in the center of heaven

He called forth

A city with towers of gold,

Streets with music for cobblestones,

And banners that flew without wind.
~~~

There, he dwelled, waiting

To see the wonders

His children would create.

~~~

The children of the Maker gathered

Before his golden throne

And sang hymns of praise unending.

But their songs

Were the songs of the cobblestones.

They shone with the golden light

Reflected from the Maker's throne.

They held forth the banners

That flew on their own.

~~~

And the voice of the Maker shook the Fade

Saying: In my image I have wrought

My firstborn. You have been given dominion

Over all that exists. By your will

All things are done.

Yet you do nothing.

The realm I have given you

Is formless, ever-changing.

~~~

And he knew he had wrought amiss.

So the Maker turned from his firstborn

And took from the Fade

A measure of its living flesh
~~~

And placed it apart from the spirits, and spoke to it, saying:

Here, I decree

Opposition in all things:

For earth, sky

For winter, summer

For darkness, light.

By my will alone is balance sundered

And the world given new life.

~~~

And no longer was it formless,
ever-changing,

But held fast, immutable,

With words for heaven and for earth, sea, and sky.

At last did the Maker

From the living world

Make men. Immutable, as the substance of the earth,

With souls made of dream and idea, hope and fear,

Endless possibilities.

~~~

Then the Maker said:

To you, my second-born, I grant this gift:

In your heart shall burn

An unquenchable flame

All-consuming, and never satisfied.

From the Fade I crafted you,

And to the Fade you shall return

Each night in dreams

That you may always remember me.

~~~

And then the Maker sealed the gates

Of the Golden City

And there he dwelled, waiting

To see the wonders

His children would create.

—from the Chant of Light, Threnodies 5:1-8.

On the Schism

There are those who would tell you that the Chantry is the same everywhere as it is here, that the Divine in Val Royeaux reigns supreme in the eyes of the Maker and that this fact is unquestioned throughout Thedas.

Do not believe it.

The Maker's second commandment, "Magic must serve man, not rule over him," never held the same meaning within the ancient Tevinter Imperium as it did elsewhere. The Chantry there interpreted the rule as meaning that mages should never control the minds of other men and that otherwise their magic should benefit the rulers of men as much as possible. When the clerics of Tevinter altered the Chant of Light to reflect this interpretation of the commandment, the Divine in Val Royeaux ordered the clerics to revert to the original Chant. They refused, claiming corruption within Val Royeaux, an argument that grew until, in 4:87 Towers, the Chantry in Tevinter elected its own "legitimate and uncorrupted" Divine Valhail—who was not only male, but was also one of the most prominent members of the Tevinter Circle of the Magi. This "Black Divine" was reviled outside Tevinter, his existence an offense to the Chantry in Val Royeaux.

After four Exalted Marches to dislodge these "rebels," all that the Chantry in Val Royeaux accomplished was to cement the separation. While most aspects of the Imperial Chantry's teachings are the same, prohibitions against magic have been weakened, and male priests have become more prevalent. The Circle of Magi today rules Tevinter directly, ever since the Archon Nomaran was elected in 7:34 Storm directly from the ranks of the enchanters, to great applause from the public. He dispensed with the old rules forbidding mages from taking part in politics, and within a century, the true rulers within the various Imperial houses—the mages—took their places openly within the government. The Imperial Divine is now always drawn from the ranks of the first enchanters and operates as Divine and Grand Enchanter both.

This is utter heresy to any member of the Chantry outside of Tevinter, a return to the days of the magisters, which brought the Blights down upon us. But it exists, and even though we have
~~~

left the Tevinter Imperium to the mercies of the dread Qunari, still they have endured. Further confrontation between the Black Divine and our so-called White Divine is inevitable.

—from "Edicts of the Black Divine" by Father David of Qarinus, 8:11 Blessed.

Magic

No one really knows where magic comes from, even though it permeates the world. Some believe that it originates in the Fade, while others speculate that it emanates from the priceless mineral lyrium. Regardless of the origins of magic forces, only a rare few possess the ability to manipulate them. Mages are able to draw upon the magic around them, shaping it into fire to blast their foes or using it to dominate the minds of others.

Mana

Mana is that which defines a mage. It is potential that dwells within a person but does not always manifest itself. All men are connected to the Fade; we go there to dream. But only those with this potential may draw upon its power. Mana is, then, a measurement of one's ability to draw power from the Fade, and it is this power that is expended in magic.

As in all other things, it has limits. Just as a man has the strength to lift only so much weight and no more, a mage cannot work more magic at one time than his mana allows. If he wishes to work magic that would be beyond his strength, a mage must bolster his mana with lyrium. Without lyrium, it is possible for the reckless to expend their own life force in the working of magic; occasionally, ambitious apprentices injure or even kill themselves by overexertion.

—From the lectures of First Enchanter Wenselus

Lyrium

More than half the wealth of Orzammar comes from a single extremely rare substance: lyrium. The Chantry believes it to be the "Waters of the Fade" mentioned in the Canticle of Threnodies, the very stuff of creation itself from whence the Maker fashioned the world. Only a handful of mining caste families hazard extracting the ore; they find veins in the stone quite literally by ear, for in its raw form, lyrium sings, and the discerning can hear the sound even through solid rock.

Even though dwarves have a natural resistance, raw lyrium is dangerous for all but the most experienced of the mining caste to handle. Even for dwarves, exposure to the unprocessed mineral can cause deafness or memory loss. For humans and elves, direct contact with lyrium ore produces nausea, blistering of the skin, and dementia. Mages cannot even approach unprocessed lyrium. Doing so is invariably fatal.

Despite its dangers, lyrium is the single most valuable mineral currently known. In the Tevinter Imperium, it has been known to command a higher price than diamond. The dwarves sell very little of the processed mineral to the surface, giving the greater portion of what they mine to their own smiths, who use it in the forging of all truly superior dwarven weapons and armor. What processed lyrium is sold on the surface goes only to the Chantry, which strictly controls

the supply. From the Chantry, it is dispensed both to the templars, who make use of it in tracking and fighting maleficarum, and to the Circle.

In the hands of the Circle, lyrium reaches its fullest potential. Their Formari craftsmen transform it into an array of useful items, from the practical, such as magically hardened stone for construction to the legendary silver armor of King Calenhad.

When mixed into liquid and ingested, lyrium allows mages to enter the Fade fully aware, unlike all others who reach it only while dreaming. Such potions can also be used to aid in the casting of especially taxing spells, for a short time granting a mage far greater power than he normally wields.

Lyrium has its costs, however. Prolonged use leads to addiction, the cravings unbearable. Over time, templars grow disoriented, incapable of distinguishing memory from present or dream from waking. They frequently become paranoid, as their worst memories and nightmares haunt their waking hours. Mages have additionally been known to suffer physical mutation: The magister lords of the Tevinter Imperium were widely reputed to have been so affected by their years of lyrium use that they could not be recognized by their own kin, nor even as creatures that had once been human.

—From In Pursuit of Knowledge: The Travels of a Chantry Scholar, by Brother Genitivi.

The Dangers of Magic

*** Demonic Possession ***

We reached the village of Koten in the dead of night. We had been tracking the foul maleficar for days, and the trail had led to this village. There he had taken command of the minds of the villagers to avail himself of supplies and to raise a force against us. Armed with hatchets and pitchforks, these poor taken men watched like hawks the entrances into the village, protecting a master who cared nothing for their lives.

As we approached, a home on the edge of the village exploded with magical force, sending splinters of wood and fist-sized chunks of rocks into our ranks. We had but moments to regroup before fire rained from the sky, the sounds of destruction wrapped in a hideous laughter from the center of the village.

And there, perched atop the spire of the village chantry, stood the mage. But he was human no longer. He had become an abomination. We shouted prayers to the Maker and deflected what magic we could, but as we fought, the creature fought harder. I stood in horror as my comrades died, burned by the flaming sky or crushed by debris. The monstrous creature, looking as if a demon were wearing a man like a twisted suit of skin, spotted me in my panic and grinned. We had forced it to this, I realized; the mage had made this pact, given himself over to the demon to survive our assault. And there, in the eyes of that mad thing, I found oblivion.

That I live to tell you this story is a mystery to me. But I cannot return to the Order and vow service to a Maker that turns his back while a thing like that exists.

—Transcribed from a tale told by a former templar in Cumberland, 8:84 Blessed.



It is not known why mages attract the attention of spirits as they do. Unlike other living beings who enter the Fade only when they dream, a mage is able to enter the Fade and remain awake and aware of his surroundings. Perhaps it is this crucial difference that makes mages so fascinating to the spirits of the dream realm. Malevolent spirits—who we call demons—that wish to enter the world of the living are drawn to mages like beacons. Once a mage encounters such a demon in the Fade, the demon will attempt to possess him. Often demons will do this by force, and many mages simply do not have the strength to resist such an assault. Other, more intelligent demons may try to cajole or trick the mage, distracting him with offers of power, wealth, and, in some cases, even love in an attempt to make him drop his guard.

The result is inevitably the same: An abomination is created. This is the name given to mages who have been possessed by demons. This is not a physical possession—the demon is still in the Fade, but so is the mage's spirit, and the demon twists and controls the mage's body through that captive spirit. The demon sees through the body's eyes, channels its power

through it and is able to use that body's magic in ways the mage would never have imagined. However, the experience of entering the physical realm is overwhelming to the demon, and it is driven mad by the sudden torrent of unfamiliar sights, sounds, and sensations. Now utterly insane, the abomination violently assaults the world around it. The more powerful the demon, the worse the abomination, and historical records occasionally tell of abominations that have ravaged entire settlements or even gone on to tyrannize a countryside for years after their creation.

This constant possibility of possession is the greatest threat to a mage and to the rest of the world. No mage can say it will never happen, because even the strongest mages are susceptible. So it is that the Chantry created the Circle of Magi long ago. Mages must be allowed to exist so their power can be wielded against the darkspawn and other foes, but they must be watched carefully—and those not strong enough to fight the demons that assault them must be dealt with.

*** Blood Magic ***

The most efficient and powerful way for a mage to gain power is to draw directly from the life blood of a living being. Blood mages usually begin by drawing from themselves, thus exposing their blood, gaining access directly to their power. Obviously, this use weakens them physically—if they draw on too much of their own life force, they risk death. Thus, as their demands for power grow, they must begin to use the life's blood of other living beings. This usually involves sacrifices, but some blood-magic spells can drain the life's blood directly from an opponent during battle.

Blood magic was primarily used by the Tevinter Imperium magisters, who gained enormous power through the unscrupulous use of blood sacrifice and the widespread use of lyrium. The magisters also learned to control the minds of other men and summon demons from the Fade to do their bidding—both made possible through the use of blood magic. When the Circle of Magi was created, blood magic was made illegal, with Chantry decreeing that no magic should be used to dominate the mind of another. The Circle protected the world from abominations and watched carefully for those mages who would turn to blood magic. According to the common wisdom, there is no way for one to use blood magic with good intentions. It harms both the mage and the one from whom he draws his power, it destroys the will of the victim, and the summoning of demons often results in rampant destruction. Thus the Chantry has named a practitioner of these forbidden magics a "maleficar"—one who does harm.

Apostates



Mages who refuse to join the Circle—or who flee the Circle after joining—are referred to as "apostates." It is assumed that a mage who does not wish to be part of the Circle has rejected the teachings of the Chantry and renounced the Maker. To a lesser extent, it is assumed that the mage wishes to be free to practice blood magic. Even if that were not true, a mage outside the Circle's careful watch risks falling prey to demons and becoming an abomination. If that were to happen without the Chantry templars' knowledge, such an abomination could wreck great havoc before anything could be done. For this reason, apostates are hunted by the templars.

However, there are still many remote places where traditions that predate the Circle's creation thrive. The barbarian shamans of the Avvar tribes, the lorekeepers of the Dalish elves, and even hedge witches who brew simple love potions are all mages who have developed their magical talent without training from the Circle. Some do not see their minor abilities as anything special, while others live so far from civilization that they may have no knowledge of the Circle.

The Limitations of Magic

You must not be under the impression that magic is all-powerful. There are limits, and not even the greatest mages may overcome them. No one, for instance, has found any means of traveling beyond putting one foot in front of the other. The immutable nature of the physical world prevents this. So, no, you may not simply pop over to Minrathous to borrow a cup of sugar, nor may you magic the essay you "forgot" in the apprentice dormitory to your desk. You will simply have to be prepared.

Similarly, even when you send your mind into the Fade, your body remains behind. Only once has this barrier been overcome, and reputedly the spell required two-thirds of the lyrium in the Tevinter Imperium and the lifeblood of several hundred slaves. The results were utterly disastrous.

Finally, life is finite. A truly great healer may bring someone back from the very precipice of death, when breath and heartbeat have ceased but the spirit still clings to life. But once the spirit has fled the body, it cannot be recalled. That is no failing of your skills or power; it is simple reality.

—From the Lectures of First Enchanter Wenselus

The Circle of Magi

Before the creation of the first Circle of Magi, those with magical talent outside of the Tevinter Imperium went through a dark time in which they suffered persecution and even death should anyone suspect their abilities. The spread of the Chantry only served to increase this persecution—the tyrannical magister lords had used blood magic and demons to hold their empire in an iron grip, and now the new religion spoke out against magic as corruptive and evil. It claimed that in their pride, the mages believed they could seize the Maker's throne but succeeded only in corrupting it and themselves, creating the darkspawn. The Andrastian Chantry was a direct challenge to mages everywhere.

Emperor Drakon of Orlais was the first to realize that some way of legitimately and safely using magic as a tool was needed, so the first legitimate mages were ordained in the city of Val Royeaux. These men and women were under the Chantry's control and closely supervised them to make sure that magic was being used appropriately. Even though the mages were permitted to serve the ruling classes, two important limitations became mandatory:

1. Blood magic was strictly forbidden.

2. Mages could not unduly influence rulers or become rulers themselves.

Mages were not allowed to use their magic to influence the rule of men, which meant they were required to be politically neutral. Most mages restricted their arts to such things as healing, foretelling, communication, and economic matters. The other concern was that the Chantry needed to prevent the creation of abominations, which gave their control some legitimacy beyond the needs of the ruling classes. Naturally, the first mages were put under incredible scrutiny in the chantries where they served, their templar watchers going to excess in their vigilance. This caused the mages to chafe under the control and crave some form of independence.

That opportunity came quickly: At the close of the Divine Age, the Second Blight began, and Emperor Drakon was at the center of humanity's struggle for survival. The mages could unleash their full power against the darkspawn, and they proved so useful that it was not long before they were able to break away from the Chantry's direct control. The first Circle of Magi was created. Mages who excelled at warfare grew powerful; over subsequent years, many

became involved in the wars between nations, removing the restriction requiring political neutrality. So long as the mages served the will of a ruler rather than attempting to control him, this was permitted.

Today, the Circle keeps close tabs on those with magical ability. Affinity for magic usually surfaces by adolescence, and all people found to have magical ability are required to join the nearest Circle of Magi and act under its supervision. To practice magic and not join a Circle is a capital offense—mages who insist on doing so are hunted as apostates. The mages who are in the Circle of Magi, however, do their best to avoid the appearance of corruption as the fear of going back to the days when mages were actively persecuted is a strong one. The Chantry templars are still stationed in every Circle tower, ostensibly there at the invitation of the Circle. They act as watchdogs and begin inquiries should they get any whiff of "evil" magic use. The Circles suffer this indignity as a necessity.

Since the Schism with the Imperial Chantry, it has become increasingly difficult for the Circles to work with the Chantry. The Chantry priests have become more and more suspicious that the Circles sympathize with the Imperium and would likewise attempt to throw off the restrictions that have been placed on them. The templars have once again become incredibly draconian in their interpretation of those restrictions, and the new restrictiveness could lead to a battle between the Circles and the Chantry. Already, many mages within the Circle are calling for an end to their association with the Chantry, figuring that their usefulness and wealth will override any backlash they might suffer.

Circle of Magi Hierarchy

It is no simple matter, safeguarding ordinary men from mages, and mages from themselves. Each Circle tower must have some measure of self-government, for it is ever the Maker's will that men be given the power to take responsibility for our own actions: To sin and fail, as well as to achieve the highest grace and glory on our own strength.

You, who will be tasked with the protection of the Circle, must be aware of its workings. The first enchanter is the heart of any tower. He will determine the course his Circle will take and will choose which apprentices may be tested and made full mages, and you will work most closely with him.

Assisting the first enchanter will be the senior enchanters, a small council of the most trusted and experienced magi in the tower. From this group, the next first enchanter is always chosen. Beneath the council are the enchanters. These are the teachers and mentors of the tower, and you must get to know them to keep your finger on the pulse of the Circle, for the enchanters will always know what is happening among the children.

All those who have passed their Harrowing but have not taken apprentices are mages. This is where most trouble in a Circle lies, in the idleness and inexperience of youth. The untested apprentices are the most numerous denizens of any tower, but they more often pose threats to themselves, due to their lack of training, than to anyone else.

—Knight-Commander Serain of the Chantry templars, in a letter to his successor

*** Fraternities ***

Another aspect of Circle life is the fraternity. When a mage becomes an enchanter, he may ally himself with a fraternity. These are cliques that cross Circle boundaries, mages of common interests and goals who band together to ensure that their voice is heard within the College of Magi in Cumberland. The largest fraternities currently are the Loyalists, who advocate loyalty and obedience to the Chantry;

the Aequitarians, who advocate temperance and follow a distinct code of conduct that they believe all mages should hold themselves to;

the Libertarians, a growing fraternity, publicly maintaining greater power for the Circles but secretly advocating a complete split from the Chantry—a dangerous opinion, naturally;

the Isolationists, a small group that advocates withdrawing to remote territories to avoid conflicts with the general populace;

the Lucrosians, who maintain that the Circle must do what is profitable first and foremost. They prioritize the accumulation of wealth, with the gaining of political influence a close second.

So far, an alliance between the Loyalists and Aequitarians has prevented the Libertarians from gaining much headway, but there are signs that the Aequitarians may throw their support in with the Libertarians. If that happens, many mages predict it will come to civil war among the Circles.

*** The Harrowing ***

Among apprentices of the Circle, nothing is regarded with more fear than the Harrowing. Little is known about this rite of passage, and that alone would be cause for dread. But it is well understood that only those apprentices who pass this trial are ever seen again. They return as full members of the Circle of Magi. Of those who fail, nothing is known. Perhaps they are sent away in disgrace. Perhaps they are killed on the spot.

*** The Tranquil ***

Although apprentices do not know the nature of the Harrowing, all of them understand its consequences: They either pass and become full mages, or they are never seen again. Those who fear to undertake this rite of passage, or those who are deemed too weak or unstable, are given the Rite of Tranquility instead.

The actual procedure, like the Harrowing, is secret, but the results are just as well known. The rite severs connection to the Fade. The Tranquil, therefore, do not dream. This removes the greatest danger that threatens a weak or unprepared mage, the potential to attract demons across the Veil. But this is the least of the Rite of Tranquility's effects. For the absence of dreams brings with it the end of all magical ability—and all emotion.

The Tranquil, ironically, resemble sleepwalkers, never entirely awake nor asleep. They are still part of the Circle, however, and some might say they are the most critical part. They have

incredible powers of concentration, for it is simply impossible to distract tranquil mages. This makes them capable of becoming craftsmen of such skill that they rival even the adeptness of the dwarves. The Formari, the branch of the Circle devoted to item enchantment, is made up exclusively of the Tranquil, and is the source of all the wealth that sustains our towers.

Some laugh at me. I no longer mind. Once upon a time, I studied as they did. I learned under the tutelage of an enchanter and attempted to master the art of bending magic to my will, and while I did well enough, I know that I struggled. I saw the way the enchanter looked at me, the sidelong glances of worry and disappointment. While other apprentices were conjuring fire, I could barely light a candle.

I was frightened of magic. When I was a boy, my grandmother regaled me with tales of the terrible Flemeth, the Witch of the Wilds. She told me of the magisters and how their evil magic infected the world with the darkspawn. She told me of demons and how they were drawn to the dreams of those who possessed magic like moths to a flame. She told me all these things, because, she said, the talent ran in our family's blood.

And so it ran in mine. All my young life I had dreaded the thought, prayed to the Maker that I was not so cursed...but I knew otherwise. Deep in my heart, I knew. When the templars came to our home, I knew.

The mages' tower was terrifying, full of secrets and danger. The templars glared at me as if I could spring full into an abomination before their very eyes. My enchanter patiently attempted to teach me to marshal my willpower, my only defense should a demon attempt to enslave me, but it was no use. How many nights did I cry myself to sleep in that dark and lonely place?

Then my Harrowing came at last, my final test. Face a demon, they said, or submit to the Rite of Tranquility. They would sever my connection to the Fade, and thus I would never dream and no demon could ever touch me...but I would also be unable to do magic, and I would never feel an emotion ever again. Facing the demon was certain death, so my choice was an easy one.

It was not so painful.

Now I serve in other ways. We Tranquil manage the archives. We run the tower, purchase the supplies, and maintain the accounts. Our condition also allows us to use the magical element lyrium without ill effect, and thus we are the ones who enchant the magical items. We are the merchants who sell these items to those the Circle permits, and the coin from those sales provides the Circle's wealth.

Thus, we Tranquil are vital. The young and old may stare at me, ill at ease, but they would be worse off without me. They may think me a failure, but there is no horror for me now. I feel no fear of what I am. The shadows are merely shadows, and I am content.

—Eddin the Meek, Tranquil of the Circle of Magi of Starkhaven, the Free Marches

The Fade

Exactly what the Fade is will depend largely on whom you ask. The Chantry's opinion takes a far more religious tone than that of the Circle of Magi, whose attempts to explore and catalogue the realms of the Fade fly in the face of Chantry doctrine. Still, too, do the other races have their own legends of the dream realm—the elven legends predate those of men but have been largely lost since the fall of Arlathan. Dwarves take a different view of the Fade, since they do not enter it; therefore, it features far less in their mythology than it does with the elves and humans.

According to the Chantry, the Fade is a realm of primeval matter from which the Maker formed our world and all living beings. When the living die, their souls pass through what is called the Veil and into this realm. Those who have lived good lives and have earned the Maker's forgiveness move beyond the Fade and from there journey to join the Maker. Those who remain out of the Maker's sight, however, enter the Fade and are lost, returning to the ether from which they were formed. The mages declare that there is no proof to substantiate the Chantry's claim, as no dead soul has ever been witnessed to enter the Fade. It is an eternal debate between the Chantry and the Circle of Magi, made all the more difficult because the Chantry requires that its position be accepted as a matter of faith.

Requiring less faith is the fact that those who sleep actually do send their consciousness into the Fade. The benign spirits native to the Fade anticipate this, and they have shaped the Fade into various realms that cater to the unconscious desires of the living, providing experiences to the sleeping that become their "dreams." Only those mages who have learned to enter the Fade through the use of lyrium remain lucid in this state, able to separate dream from reality. When the souls of the dreaming are harmed or "killed," they return immediately to their sleeping bodies and awaken before the moment of death. Only mages using lyrium are truly at danger in the Fade, for the lyrium that keeps their conscious mind in the Fade also prevents them from returning to their bodies at the moment of death.

The various realms ruled by the spirits fluctuate according to the movement of the dreamers. Those realms that the dreamers flock to become very powerful and in turn rise in the spiritual hierarchy to rule great portions of the Fade, while other memories and concepts, things that in the real world have been forgotten, slowly ebb in power until they drift away back into the ether forever, the spirits who ruled them losing all potency. The only constant part of the Fade lies at its heart—a black city with twisted spires that can be seen from any point in the Fade. This city —so Chantry lore goes—was once a beautiful golden city that was home to the Maker and the spirits, his first creations. When the Maker abandoned the great city, he expelled his spirits from it, and it sat locked and empty until the Tevinter magisters entered it and corrupted it with their sin. The magisters were turned into the first darkspawn, and the city became what it is today: a ruin of darkness and shadow that taints those spirits foolish enough to draw too close. It remains locked, awaiting the day the Maker forgives mankind and returns, removing the sin in the Black City and thereby destroying the darkspawn forever.

The Black City

No traveler to the Fade can fail to spot the Black City. It is one of the few constants of that ever-changing place. No matter where one might be, the city is visible. (Always far off, for it

seems that the only rule of geography in the Fade is that all points are equidistant from the Black City.)

The Chant teaches that the Black City was once the seat of the Maker, from whence he ruled the Fade, left empty when men turned away from him. Dreamers do not go there, nor do spirits. Even the most powerful demons seem to avoid the place.

It was golden and beautiful once, so the story goes, until a group of powerful magister lords from the Tevinter Imperium devised a means of breaking in. When they did so, their presence defiled the city, turning it black. This was, perhaps, the least of their worries.

—From Beyond the Veil: Spirits and Demons, by Enchanter Mirdromel.

Spirits

It is challenging enough for the casual observer to tell the difference between the Fade and the creatures that live within it, let alone between one type of spirit and another. In truth, there is little that distinguishes them, even for the most astute mages. Since spirits are not physical entities and are therefore not restricted to recognizable forms (or even having a form at all), one can never tell for certain what is alive and what is merely part of the scenery. It is therefore advisable for the inexperienced researcher to greet all objects he encounters.

Typically, we misuse the term "spirit" to refer only to the benign, or at least less malevolent, creatures of the Fade, but in truth, all the denizens of the realm beyond the Veil are spirits. As the Chant of Light notes, everything within the Fade is a mimicry of our world—a poor imitation, for the spirits do not remotely understand what they are copying. (It is no surprise that much of the Fade appears like a manuscript translated from Tevinter into Orlesian and back again by drunken initiates.)

In general, spirits are not complex. Or, rather, they are not complex as we understand such things. Each one seizes upon a single facet of human experience: rage, hunger, compassion, hope, and so on. This one idea becomes their identity. We classify as demons those spirits that identify themselves with darker human emotions and ideas.

The most common and weakest form of demon one encounters in the Fade is the rage demon. They are much like perpetually boiling kettles, for they exist only to vent hatred but rarely have an object to hate. Somewhat above these are the hunger demons, which do little but eat or attempt to eat everything they encounter, including other demons (this is rarely successful). Then there are the sloth demons. These are the first intelligent creatures one typically finds in the Fade. They are dangerous only on those rare occasions that they can be induced to get up and do harm. Desire demons are cleverer and far more powerful, using all forms of bribery to induce mortals into their realms: wealth, love, vengeance, whatever lies closest to your heart. The most powerful demons yet encountered are the pride demons, perhaps because they, among all their kind, most resemble men.

—From Beyond the Veil: Spirits and Demons, by Enchanter Mirdromel.

*** Demons ***

The Maker's first creations were the spirits, beings whose very bodies were formed from the ether and who most closely resembled the Maker in every way. They were glorious beings that populated the many spires of the Golden City, and the Chant of Light says that they revered the Maker with unquestioning devotion. The Maker, however, was dissatisfied. Though the spirits were like him in that they could manipulate the ether and create from it, they did not do so. They had no urge to create, and even when instructed to do so possessed no imagination to give their creations ingenuity or life.

The Maker realized his own folly: He had created the spirits to resemble him in all but the one and most important way: They did not have a spark of the divine within them and thus would never be the children he desired. He expelled all the spirits out of the Golden City and into the Fade and proceeded to his next creation: life.

The Maker created the world and the living beings upon it, separated them from the Fade by the Veil. His new children would be unable to shape the world around them and thus would need to struggle to survive. In return for their struggle, the Maker gifted them with the spark of the divine, a soul, and he watched with pleasure as his creations flourished and showed all the ingenuity that he had hoped for.

The spirits grew jealous of the living and coaxed them back into the Fade when they slept. They wished to know more of them, hoping to find a way to regain the Maker's favor. Through the eyes of the living, they experienced new concepts: love, fear, pain, and hope. The spirits reshaped the Fade to resemble the lives and concepts that they saw, each spirit desperately trying to bring the most dreamers to their own realm so they could vicariously possess the spark of the divine through them.

As the spirits grew in power, however, some of them became contemptuous of the living. These were the spirits that saw the darkest parts of the dreamers. Their lands were places of torment and horror, and they knew that the living were strongly drawn to these places that mirrored those dark parts of themselves. These spirits questioned the Maker's wisdom and proclaimed the living inferior. They learned from the darkness they saw and became the first demons.

Rage, hunger, sloth, desire, and pride, these are the dark parts of the soul that give demons their power, the hooks they use to claw their way into the world of the living. It was demons that whispered into the minds of men, convincing them to turn from the Maker and worship false gods. They seek to possess all life as their due, forging kingdoms of nightmare in the Fade in the hopes of one day storming the walls of heaven itself.

And the Maker despaired once again, for he had given the power of creation to his new children—and in return they had created sin.

Interview with BioWare

You've just had the dark fantasy ride of your life—assuming you've finished a game of *Dragon Age: Origins*, that is. If you haven't completed a run through the game, head back and do so or you may read some spoilers that give away important plot points and insight behind the storyline choices. Once you're ready, sit down with us as we interview Lead Designer Mike Laidlaw on topics near and dear to your heart like where to find the most obscure NPC, what country might be developed next after Ferelden, and why Lothering had to be destroyed.

What's something in the game that you don't think anyone will find?

Arl Foreshadow. He's a rich, in-depth character with a compelling history...nah. He's an in-joke. Back in the day, back in the original *Baldur's Gate*, you could find a single lord that wandered around a very tiny part of one map, muttering vaguely about Amn when you talked to him, offering (largely inaccurate) hints about what we had planned for Baldur's Gate II: Shadows of Amn.

To meet Arl Foreshadow (possibly a long-lost cousin?), you need to complete the undocumented fourth portal of the Summoning Sciences plot in the Circle Tower...and to really see what he's about, you need to have a fairly high Stealing skill, to pick his pocket. Super obscure? Yes!

The companions—their personalities, back stories, interactions—are fantastic. But were there any that you considered but couldn't do for one reason or another?

Shale, actually! She was a problematic character at first, due to size and other technical constraints, and so, reluctantly we cut the golem party member. That
is, until we moved her to our post-release team, freeing the stone prisoner from her exile and pushing her back into the game.

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Has any of their personalities
changed over the course of the games development?

Of course. Ideas get tossed around, refinements happen, and every so often you toss a stone that just won't float. And when that happens, you rely on your writers to re-imagine the character, and on everyone else to provide inspiration. Concept art, for instance, can provide some remarkable insight into a character. You stare at an image drawn off the cuff and start asking yourself questions like: why does he carry a dagger there? What could I do with that? Suddenly a new voice and idea springs to mind. Brainstorming is crucial here, too. Throwing around ideas rapidly in a supportive environment can produce some amazing results. Shale, for instance, morphed over time from an emotionless statue death-machine to a bird-hating, sarcasm-flinging death-machine. It's all about growth. And, apparently, death machines.
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What's the most popular class or play style among the team?

If the *Dragon Age* team likes to do anything, it's bring the pain. There's a lot of us who enjoy the ballet of combat: using pause and play to chain effect after effect onto foes such that we create a festival of violence. As a result, multi-mage parties are very popular with the team. That kind of configuration requires the most attention on the part of the player, but your focus and careful use of abilities can hold huge payoffs.

Designer Details:
Funniest Story

We asked the *Dragon Age: Origins* designers to fill us in on their favorite parts of the game, and tell us some funny stories that happened to them while creating the game:

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"When I was building Ostagar we had a lot of the new soldier models coming in but their "LOD" or level-of-detail body shapes where not hooked up properly. As a result, I was running around the level and all I could see were these crazy looking soldiers with long spider-like legs running all around the place. Surreal!" —Andrew Farrell, Senior Artist

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"One of the things I worked on was writing and doing the initial design for some of the random encounters. Some encounters are really, really rare. When walking through the halls I heard

one of the QA peeps swearing to someone that he encountered a bunch of people trying to pull an axe out of stump with some wacky dialog. I could tell the others were dubious. I snickered and walked by. There's a LOT to *Dragon Age*—some of the nooks and crannies surprise even us." —Ferret Baudoin, Lead Designer of *Dragon Age* post-release content

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"I believe I am probably the only developer to get all three possible romantic characters to have sex with me in one night at the camp: Leliana, Alistair, and Zevran. Of course, as soon as they were all done, Leliana forced me to break up with her, and Alistair made me choose between him and Zevran. But still, it was a good night. I even had a friend visiting me at work that night as a witness. (I had been telling her how fantastic Zevran was, and she needed to see for herself.) I'm also the designer famed for yelling at the screen, 'Why won't you have sex with me!' on one or more occasions. Alistair can be such a coy bitch some times. (Okay, okay, it was a bug and I fixed it.)" —Cori May, Designer

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"I think one of my favorite things I have seen go wrong during development was when equipped items were showing up somewhere near five times as large as they should have, which made things look very comical. Shields the size of doors, swords larger than their wielders, etc." —Nathan Frederick, Lead Quality Assurance

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What realm of Ferelden would you like to develop next? Can you give us some tasty tidbits?

I've always been fascinated by the countries outside of Ferelden. The empire of Orlais is home to Leliana, you have Zevran's history in Antiva, and, of course, the fading glory of the once-powerful Tevinter empire is central to the history of the world. There's so much to explore, I think if we were to turn our attention elsewhere, it would be to show how these other nations interact with Ferelden.

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What's the funniest story that happened while you were developing your part of Ferelden?

For me, it was a quiet night at home, my wife away on work, and the majority of a bottle of wine already polished off. I was playing through a sequence of the game where a follower sings a lament for the elves. I knew, intellectually, that we were doing "something" around that, something song-like, but I hadn't played through that part since it had been touched by the cinematics team. When it finally played, it was fully voiced, with instruments, and featured some of the best silent acting in the reactions from the other party members I've seen in a long, long time. I was caught totally off-guard, and utterly floored. It wasn't necessarily funny, so much as humbling to see something so amazing tucked away in the middle of a sprawling game like *Dragon Age*.

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Whose mad idea was it to blow up Lothering? What a great plot moment, but what a bummer that we left Sten behind.

You don't have to leave him behind, you know! Still, Lothering is one of those things where we wanted to make sure the player had a sense of urgency and felt like the Blight was advancing and destroying things in its path.

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Would you rather have a pinch of ashes from the Urn of Sacred Ashes or a sip from the Holy Grail?

Regretfully, I think the Grail has to win the day here, if only because it would taste better.

Designer Details:
Best NPC

We asked the *Dragon Age: Origins* designers to fill us in on their favorite parts of the game, and here's what they had to say about their favorite non-player characters:

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"Sandal, because he gets right to the point when you ask for an enchantment." —Andrew Farrell, Senior Artist

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"That's a really tough question. If I had to choose one...Morrigan. She has a wicked sense of humor, she has great banter with Alistair and others. She has different layers to her personality, and I find her story compelling. She's also a great addition to the party in a fight. She starts off with good spells—and if you choose correctly she can be wickedly useful. So an intriguing character with kick butt spells, what's not to like?" —Ferret Baudoin, Lead Designer of *Dragon Age* post-release content

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"Without a doubt, Dog. There's just something about a character who has so much charisma and presence in a conversation but does not speak a word. Some of the best banter conversations in the game occur between Dog and the other party members. Like when Dog convinces the grim-faced Sten to play fetch or "doing all the talking" when breaking into Fort Drakon to save Alistair and the player's character, he is both a capable party member and a very cute puppy all at the same time." —Will Kuhn, Quality Assurance Tester

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"Sten, because he has some very unexpected lines of conversation (growling with/at Dog, supplying cookies to the boatman at the Circle of Magi). Unfortunately, he doesn't really have a role in my ultimate party makeup." —Nathan Frederick, Lead Quality Assurance
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"Vaughan, of course, for the buttery dripping evil of hotness. Unless you meant henchmen/followers. In which case, Dog. I love Dog. His dialogue is adorable (talk to him when you can, especially in camp), he brings you cake, and he kicks ass without the player needing to do much work. I'm a lazy player. And Zevran is my favorite romance option, but it's hard to resist the ambitious lure of making the heir to the throne of Ferelden fall in love with you. And then marry his brother's wife. And then sleep with an evil witch. It's possible that I romance Alistair just to torture him." —Cori May, Designer

Who's your favorite NPC? Why?

Leliana. Sleek, red-headed, deadly yet pious and with a devastatingly beautiful accent, she's hard not to love. She's a mainstay in all of my parties, and her deft hands when it comes to locks and traps don't hurt in the least.

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When traveling across the map, what's the most dangerous location for random encounters?

It's the Blight, so...everywhere. Some of the most dangerous encounters are story-driven. Some of the ones that further your followers' personal plots can be quite nasty, but rewarding, since your followers tend to come out of them with new perks.

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Have you unlocked all the achievements yet? Which one do you think is hardest to pull off?

Due to the sheer scope of the game, pulling off all the different ending achievements can be the hardest. Even with careful reloading, you have some significant sequences to defeat before you can unlock all of the possible ending achievements.

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Tell us about the downloadable content. What's this Grey Wardens stronghold we're hearing about?

The Wardens are recovering from their expulsion from Ferelden more than a century ago, when they overstepped their bounds and became too involved in politics. We're going to expand the game by letting the player explore the history of their fall, and maybe uncover a few secrets about the very nature of being a Grey Warden.

Designer Details: Favorite Item

We asked the *Dragon Age: Origins* designers to fill us in on their favorite parts of the game, and here's what they had to say about their favorite magic items: "The Topsiders 1h Sword. It was the ultimate weapon for my templar. You find parts of the sword in a series of hard fights in the Deep Roads under Orzammar, so when I finally assembled it, I felt like I had accomplished something." —Andrew Farrell, Senior Artist

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"I really like Reaper's Vestments. There was a time that item didn't exist and I remember wishing my main character had a really good set of robes that would be befitting a Grey Warden. Once the robes were created I usually save every last copper until I get those robes. The vestment's huge armor bonus makes it so mages aren't so much of a glass cannon. And for an arcane warrior, you can have a decent chest piece without a massive fatigue penalty."

—Ferret Baudoin, Lead Designer of Dragon Age
post-release content

"The Legion of the Dead armor set is my favorite magical item(s). Not only do they give you huge bonuses but it looks so bad ass." —Will Kuhn, Quality Assurance Tester

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"It's not magic. It's not even rare. But it's the 'backpack' and it's your friend. Buy them. Buy them all." —Cori May, Designer

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"Items which increase spellpower and spirit damage will make a huge difference to Blood Wound, particularly on the player character as they are the most powerful of the three mages." —Nathan Frederick, Lead Quality Assurance

How did *Dragon Age* come about? Was there a driving motivation that brought this game into existence?

BioWare, in a lot of ways, exists because of *Baldur's Gate* and *Baldur's Gate II: Shadows of Amn*. Those games helped define us as a studio, and after developing *Jade Empire* and *Mass Effect*, we felt confident in turning our skills to world-building a new fantasy franchise. Our goal was simple enough in spirit: define a fantasy world that breaks the high-fantasy conventions, yet remains familiar enough that new players aren't confused when they first enter it.

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Are there any elements of the game that you wanted to put in, but couldn't for one reason or another?

There's always ideas that fall to the wayside, but I don't think there's any specific part of the game that we're really missing. *Origins* is a very big game as it is, and while we could pack more in there, I think we made the right choice by focusing on what the game delivers and making sure it was polished.

Is there anything about the game that you would change or expand if technology and time wasn't a concern?

At this point, there's a million little tweaks that we would like to make to the art, lighting, systems, combat, and so on. As fun as it can be to theorize on what else we could add to the

game, ultimately, there comes a point where you need to make the game internally consistent and stop adding, and instead focus on polish.

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What was the most challenging element about creating a game like this?

Scope. The size of *Dragon Age: Origins* is staggering, and it offers so many variations, subtle and major changes to its storyline and branches that it can be hard to manage. The player will find it an amazing experience, but it was a significant challenge for us.



Designer Details: Class Combos

We asked the *Dragon Age: Origins* designers to fill us in on their favorite parts of the game, and here's what they had to say about class combinations:

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"For me it was Wynne as an arcane warrior in full plate. Wynne would just stand in the middle of my warriors and heal and rejuvenate everyone."

—Andrew Farrell, Senior Artist

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"I love mages. The more, the better. I prefer for my main character to be a spirit healer/arcane warrior and then choose a happy variety of crowd control spells (Mass Paralysis, yum), AE damage (Fireball, Firestorm), and good old Rock Armor. I keep Leliana in the party to open chests. Then I round it off with Morrigan and Wynne. A typical fight involves me locking down the enemies with targeted paralysis spells (or Mass Paralysis) then casting a bunch of AoE damage spells while Leliana pelts them with arrows—maybe hitting anything I'm concerned about with an Arrow of Slaying. The whole philosophy is the best defense is a good offense,
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although my main character can have really decent armor because of the arcane warrior specialty."

—Ferret Baudoin, Lead Designer of *Dragon Age* post-release content

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"My personal favorite Grey Warden build is a sword and board tank. High constitution, all the Sword and Shield abilities, and some high-level gear make one tough warrior. My personal favorite party is running my character and Alistair as tanks and having Wynne and Dog in my party as well. Having the two tanks soak up most the damage and attention with Wynne supporting them through healing and buffs allows for Dog to eliminate any archers or mages with relative ease and assist the tanks with mopping up."

—Will Kuhn, Quality Assurance Tester

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"I play the rogue, and I tend to take Wynne, Dog, and Zevran wherever I go. (In terms of my glory party, that is.) For one, the Wynne/Zevran banter kills me. I like Dog as my tank because he's easy to run, and I prefer to have another rogue in the party because somehow they seem to live longer than poor Alistair does. Don't blame him, though; it's all my own mishandling of the warrior class. I'm terrible with warriors. I like the way Alistair looks, though, and having some party variety, so I will occasionally chance it with him. Wynne I prefer only marginally to Morrigan, because she has the 'heal all' spell, but honestly they can both be killer, given enough time."

—Cori May, Designer

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"I like to roll with a mage player character, Sten, Alistair, and Leliana. Sten brings the pain, Alistair is my tank, Leliana picks locks and uses her ranged abilities to quickly take down mages or pin the heavy-hitting enemies."

—Zach Beaudoin, Lead Technical Quality Assurance

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"It's not just what you use in the party, but how you use them that makes them "the ultimate" party makeup. Player: mage, first specced into blood mage, and then into spirit healer. Party Members: Alistair: Bait, err, tank for boss fights. Focus on the Warrior and Sword and Shield trees first. Morrigan: Spec her into blood mage. Wynne: Spec her into blood mage."

—Nathan Frederick, Lead Quality Assurance

Has there been a dramatic evolution of the game since its initial creation or has the game been on track with its initial concept?

Origins has largely stayed true to its goal of creating an experience worthy of being the spiritual successor to the *Baldur's Gate* games. There have been challenges, of course. The engine was written from the ground up for the game, and a significant amount of world-building was required, yet we've been able to hold true to our initial vision through most of the development.

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Are there any dialog choices, with crazy or obscured outcomes, that you think many of the players may not find?

Too many to list. There are innumerable ways to break out what we call "the killing knife," for example. A small dagger that your player will occasionally use to end arguments. There are any number of very funny retorts and back and forths that will appear if you have the right combination of followers, both in NPC dialogs and while exploring the world.

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Is there anything about the game that you hope stands out in the player's mind after slaying the archdemon?

Above all, my goal is that the player feels like they played their game, not the one we wanted them to play. I think *Origins* excels at drawing you into the story and making you feel like you defeated the Blight in your own way. It's easy to look at any one choice in the game and declare it simple, but when you add the hundreds of choices along the way, the aggregate experience is very personal, and, I think memorable. So, I want people to remember how they were able to slay the archdemon, how the world ended up after they did so, and, finally, how they will be remembered.

Dragon Age: Origins Artwork




Dragon Age: Origins Artwork

















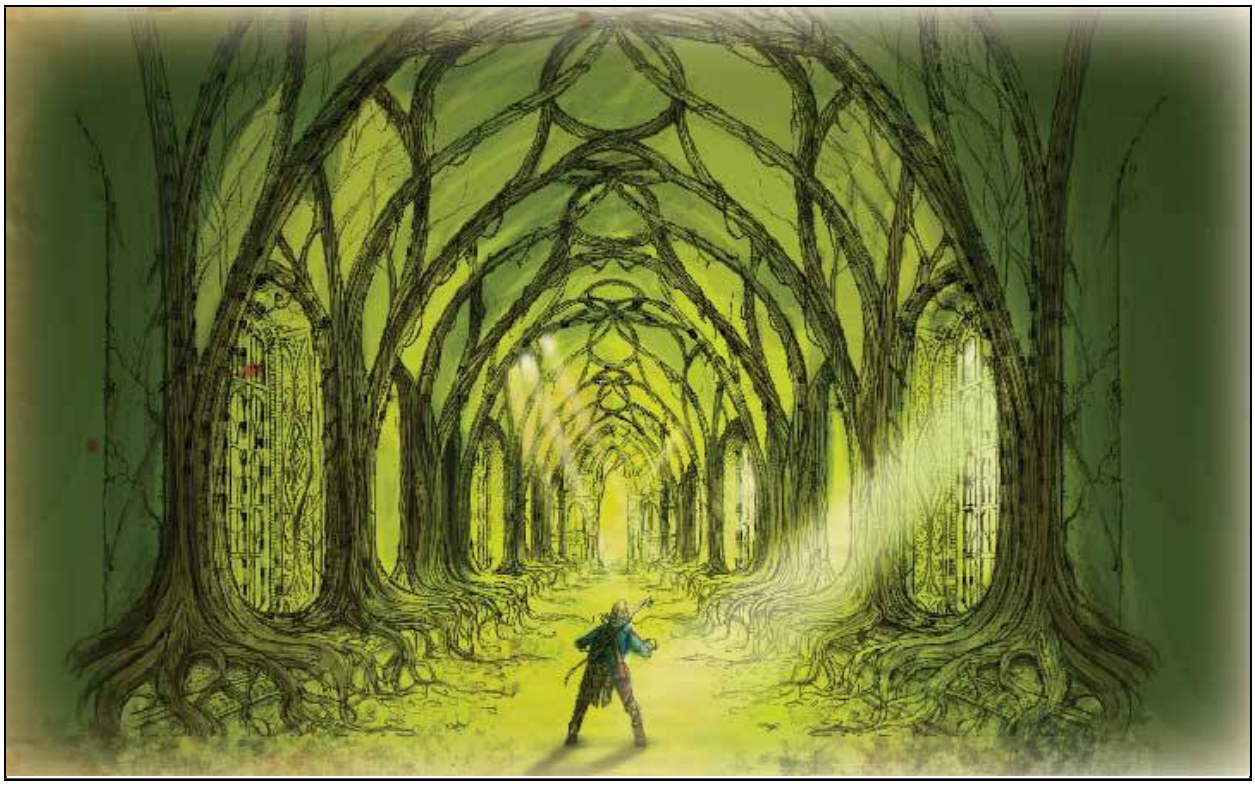





Arcane Horror







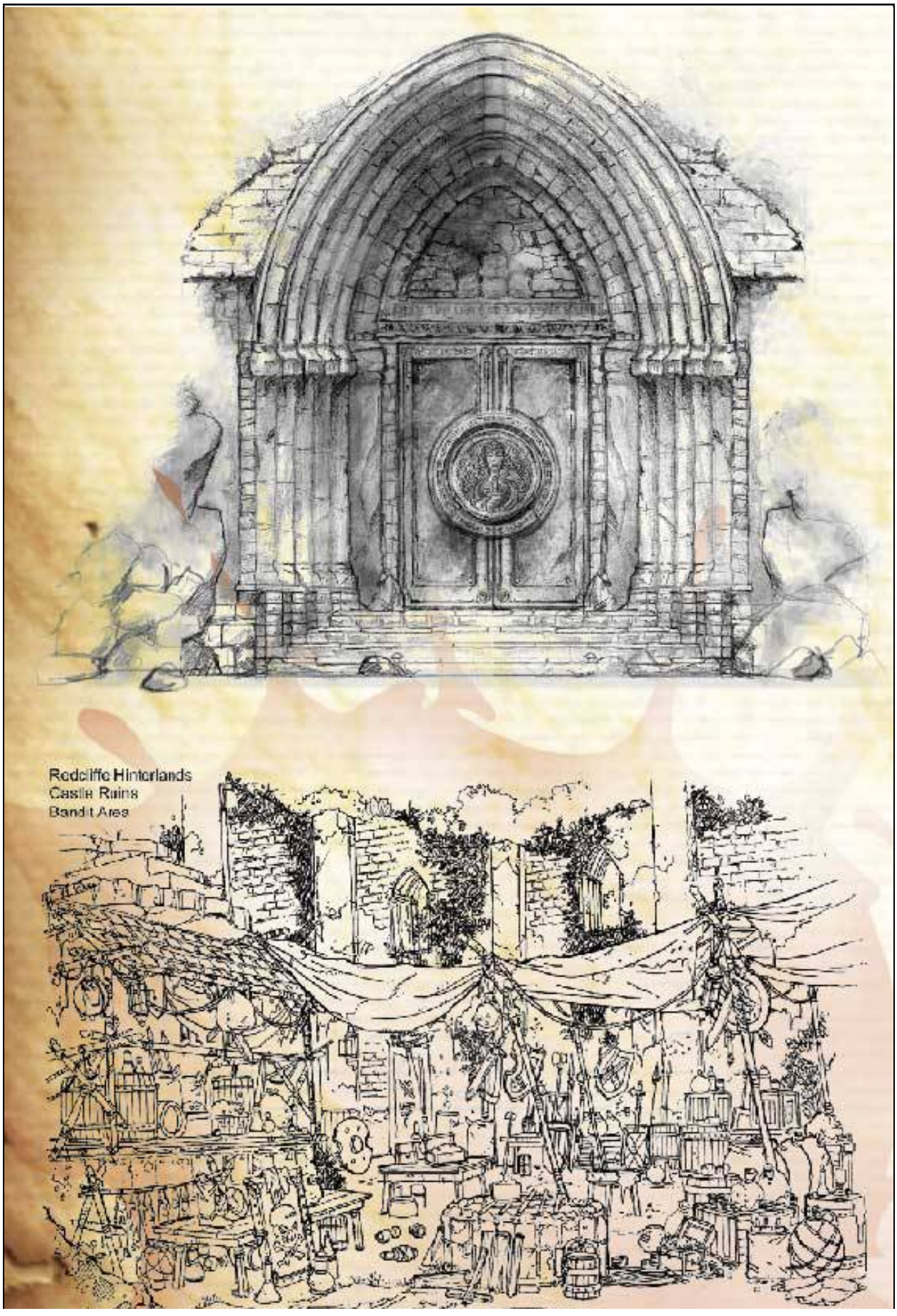


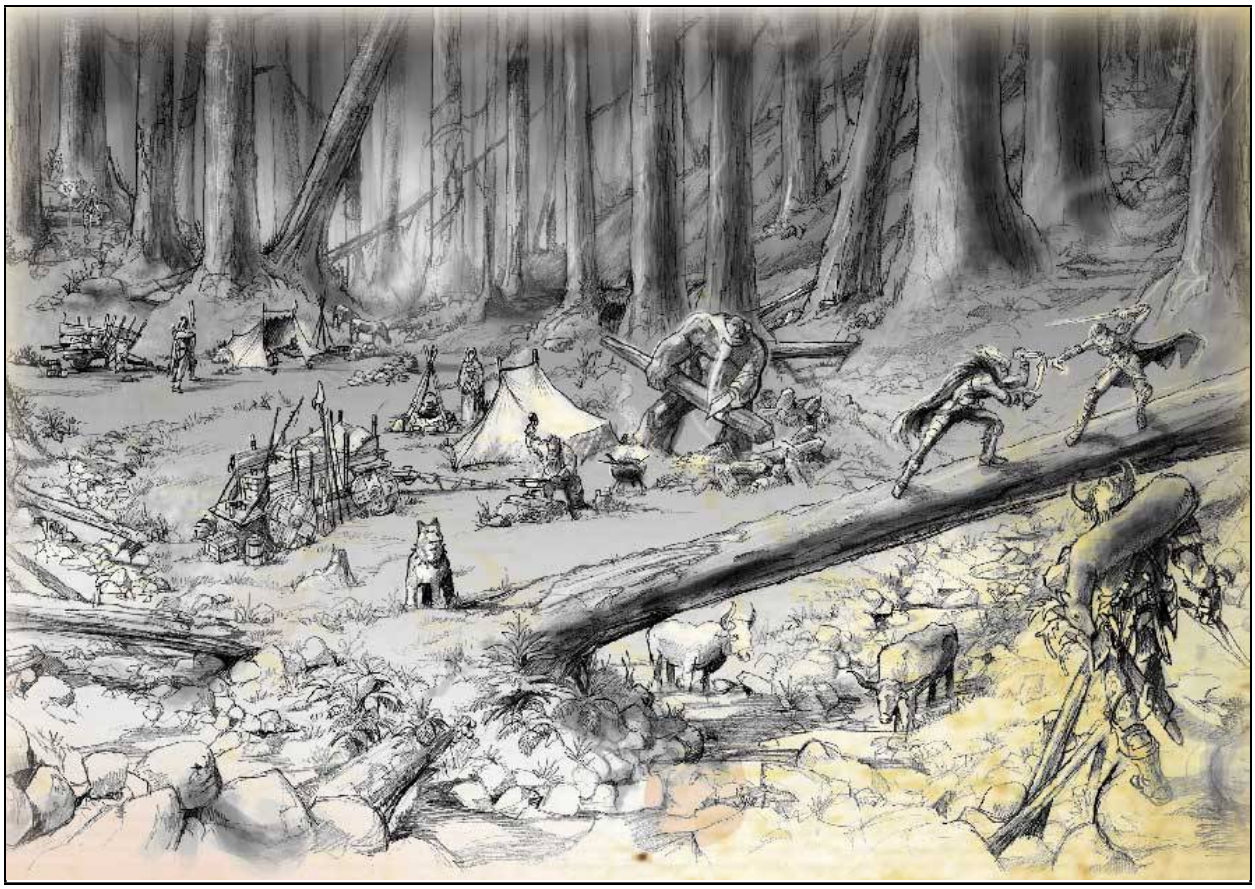









Redcliffe Hinterlands
Castle Ruins
Bandit Area

































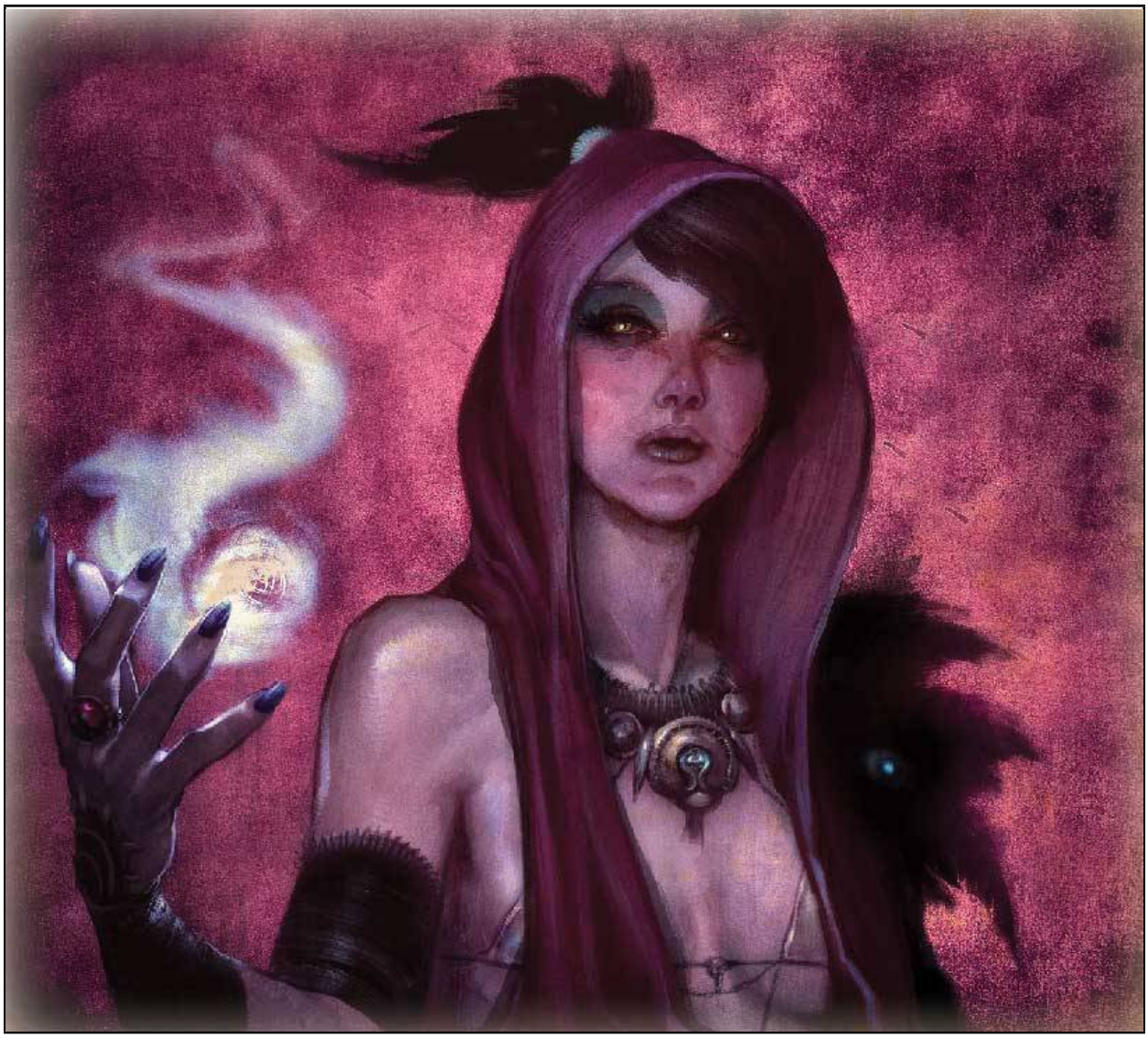




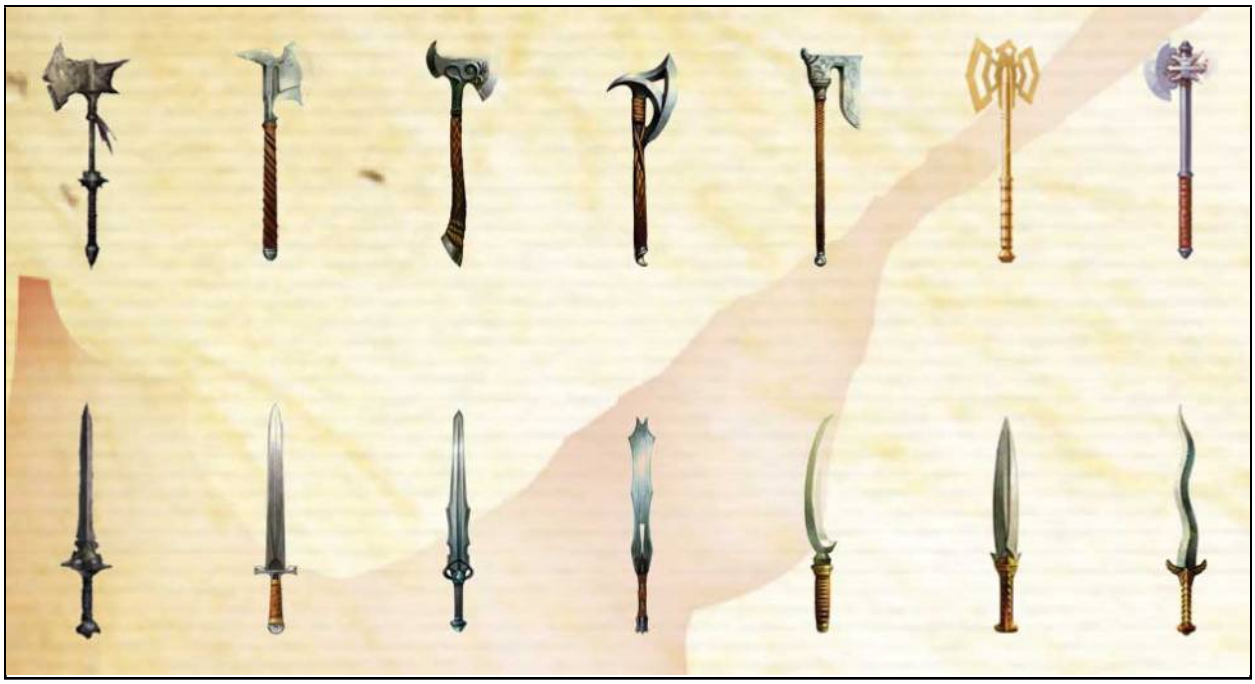








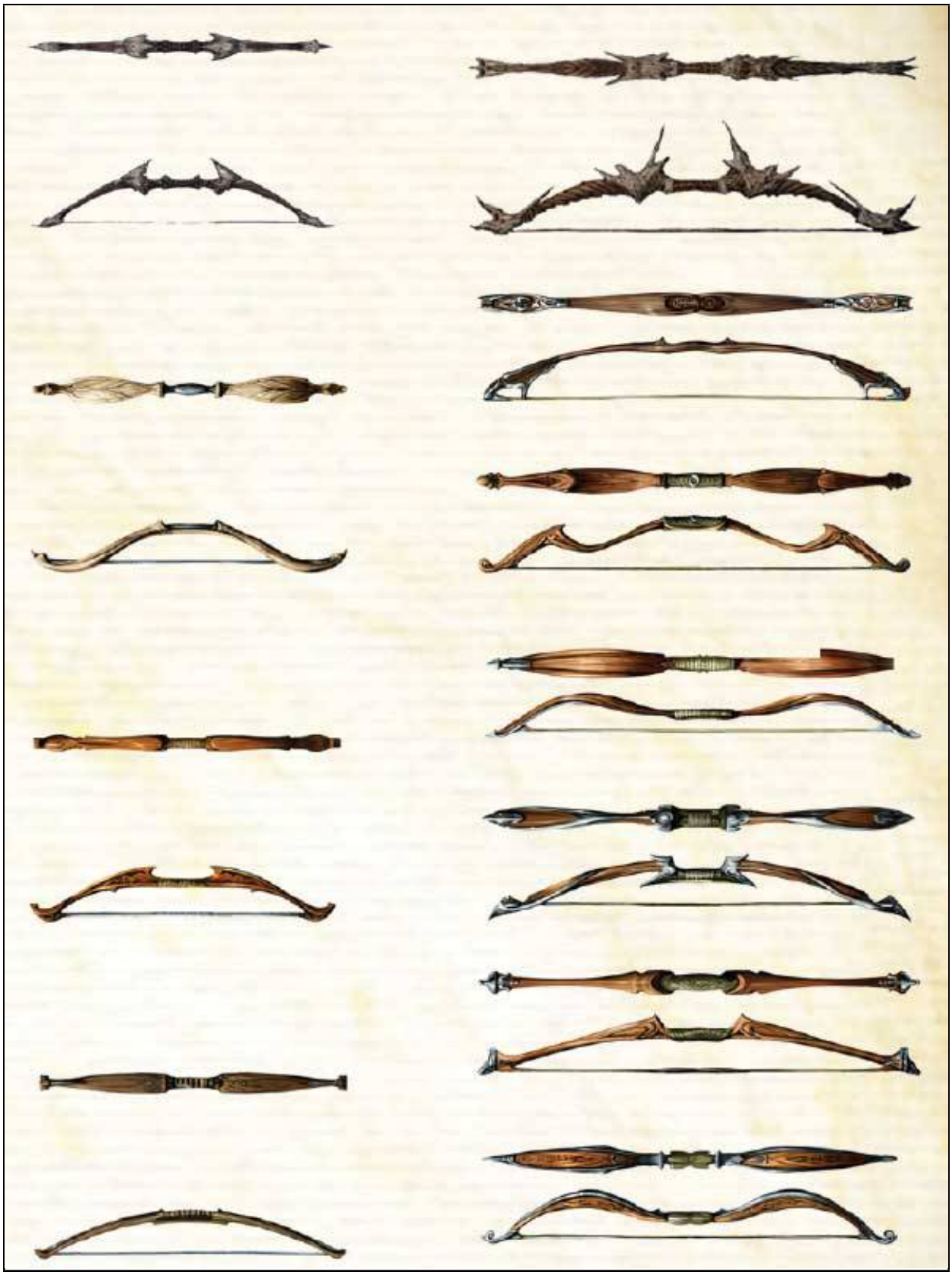


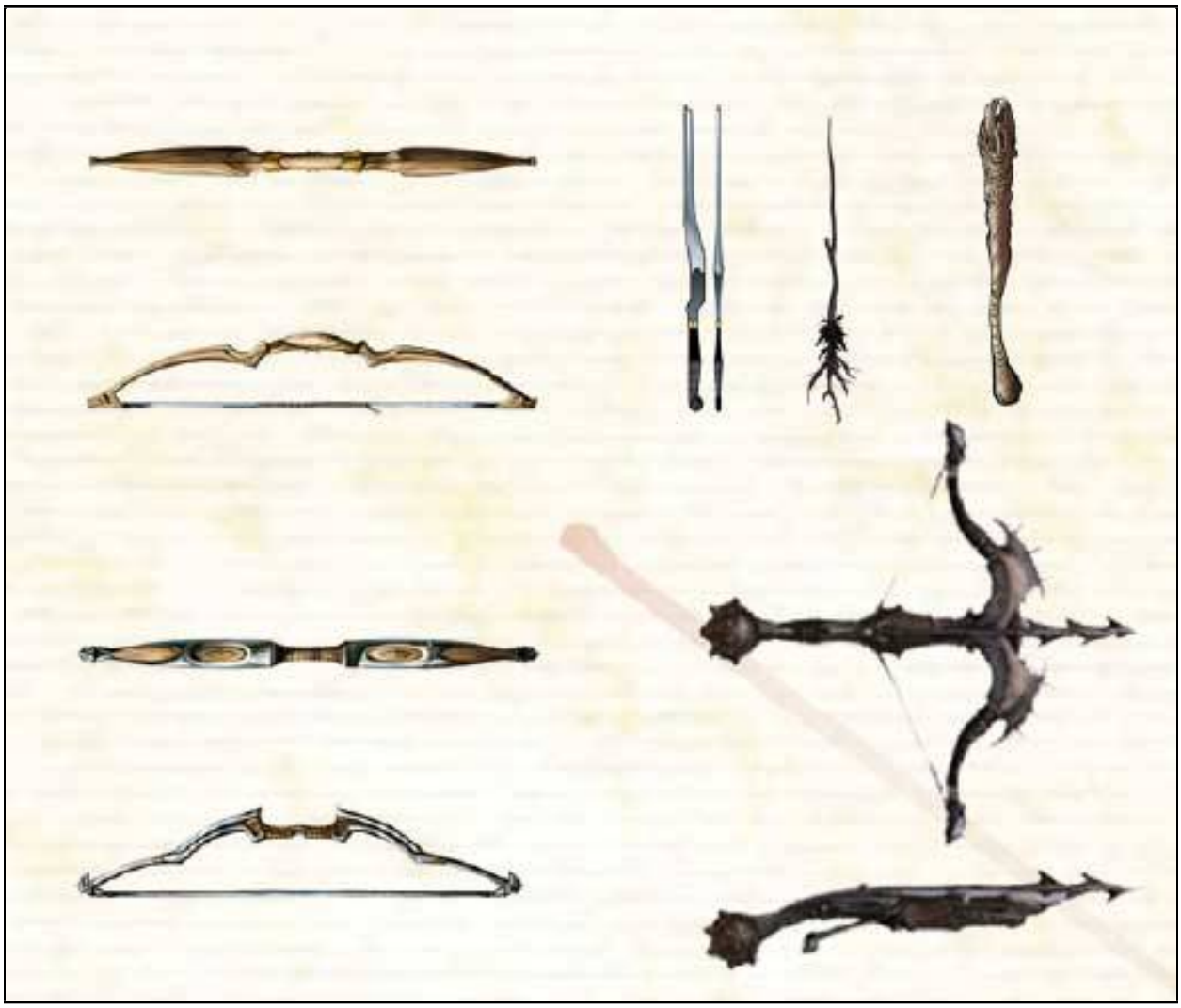














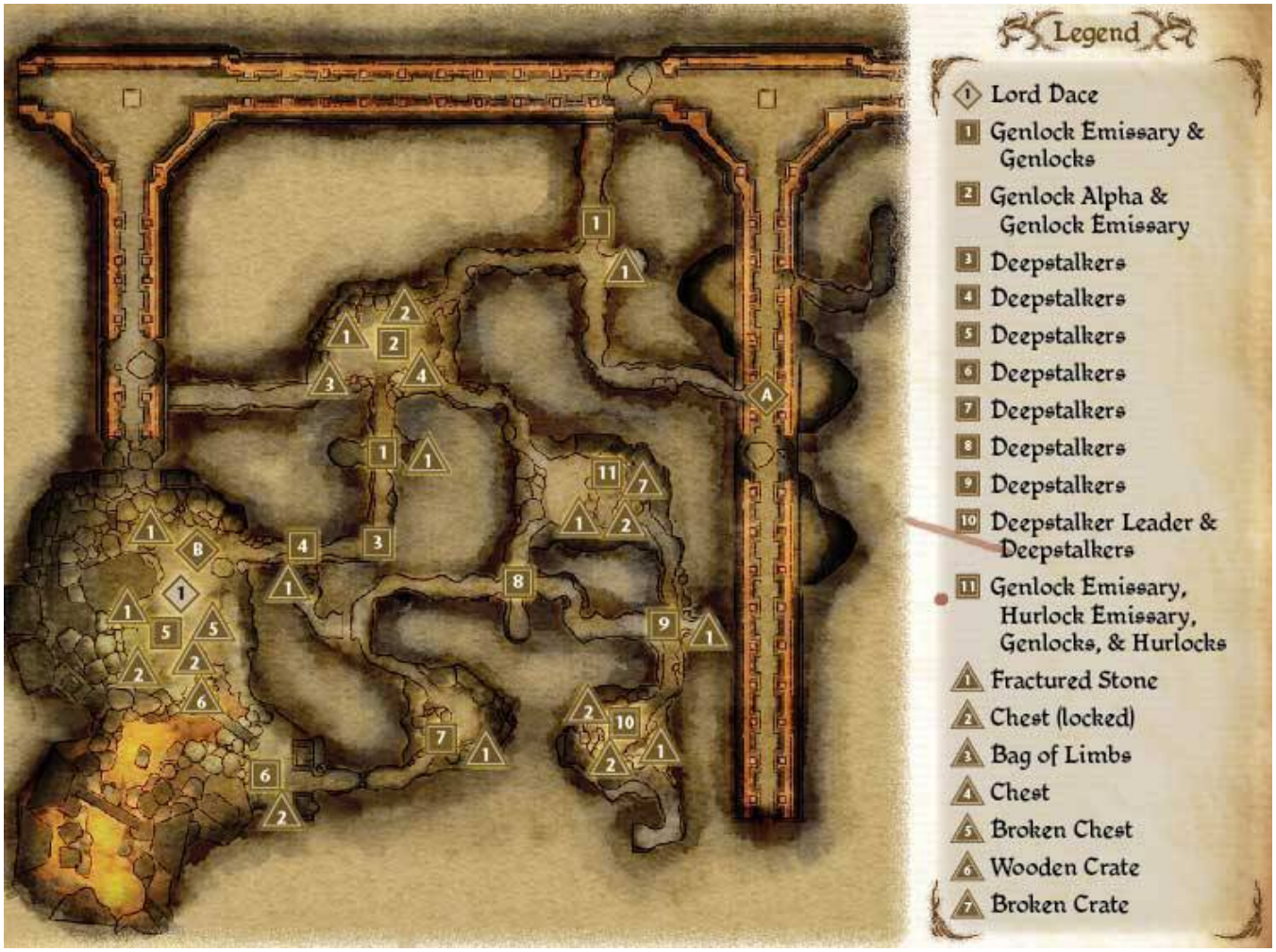




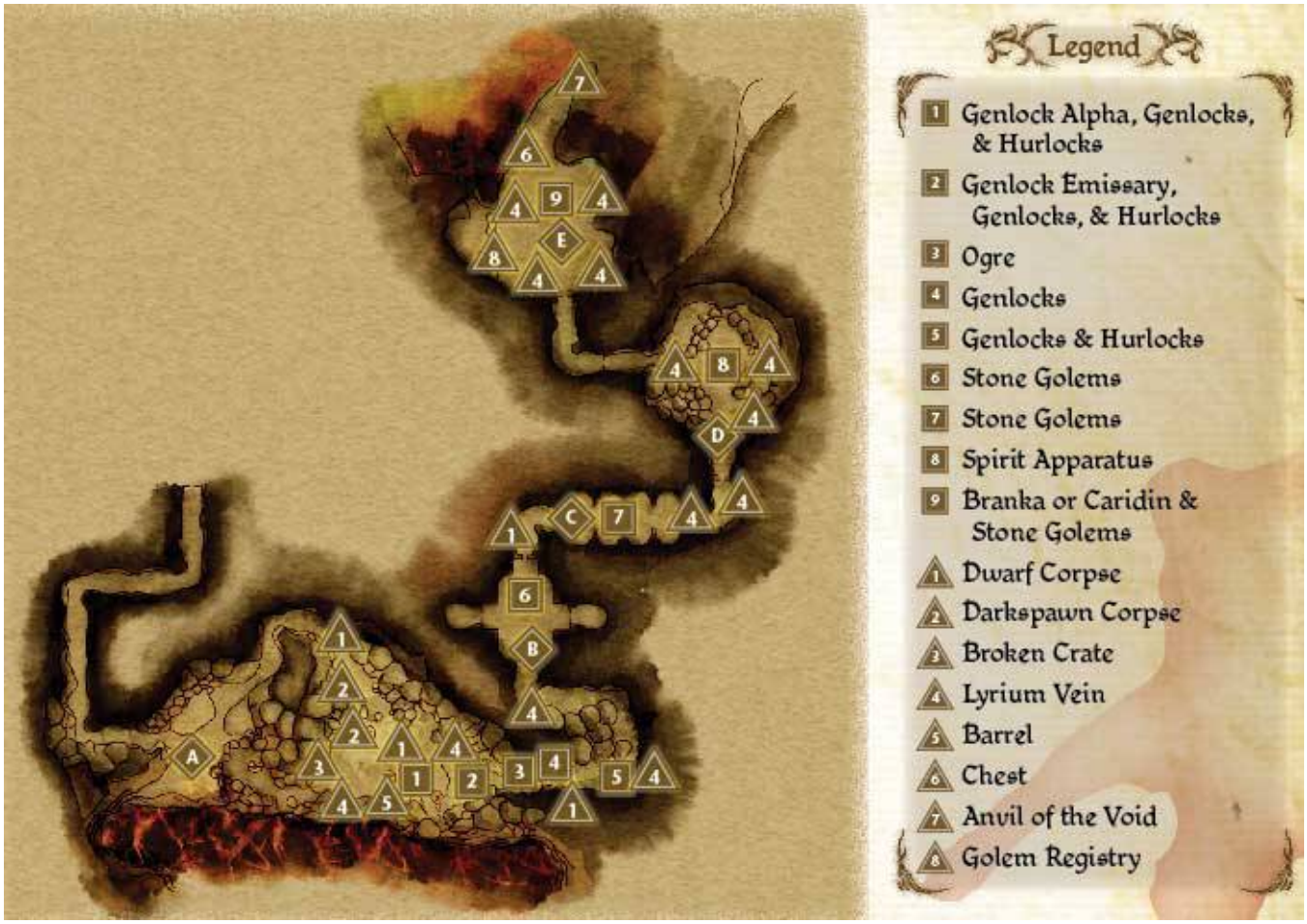


Maps

~ Aeducan Thaig ~



~ Anvil of the Void ~



~ Arl of Denerim's Estate: Dungeon ~



~ Arl of Denerim's Estate: Exterior ~



~ Arl of Denerim's Estate: Interior ~



~ Arl of Deneri's Estate (Exterior) ~



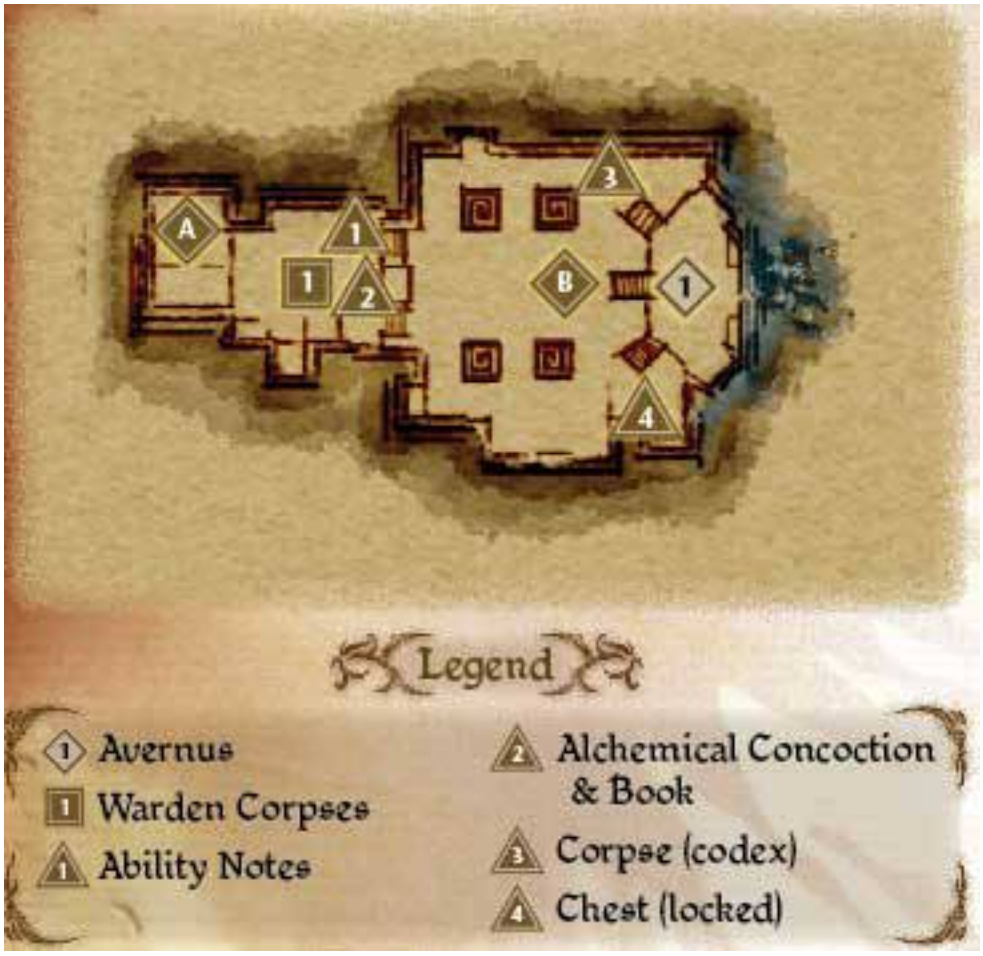

Legend
1 Drunken Elves
2 Elf Kids
3 Alarith's Store
4 Taeodor
5 Dilwyn
6 Elva
7 Beggar
1 Alienage Tree Codex
2 Elfroot

~ Arl of Deneri's Estate (Interior) ~

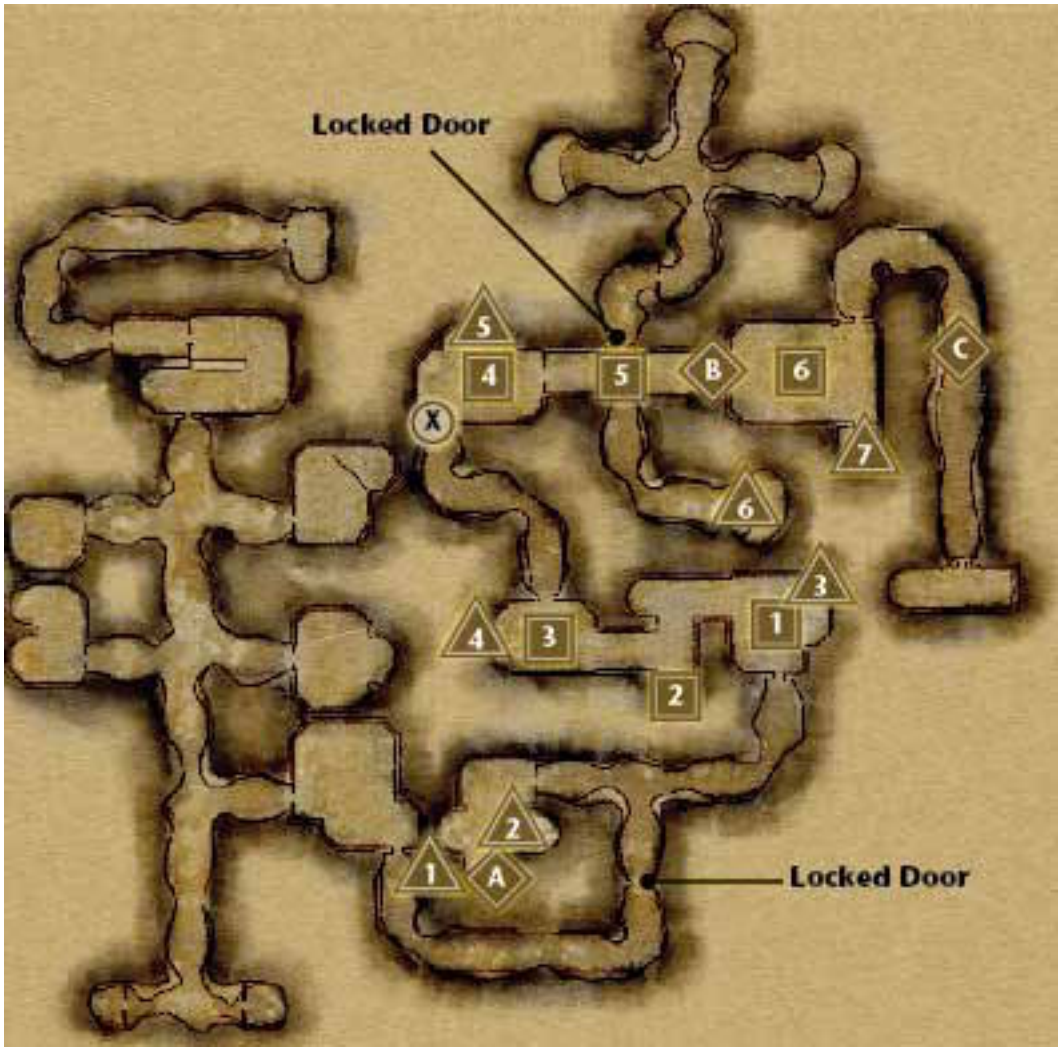




~ Avernus' Tower ~



~ Beraht's Hideout ~

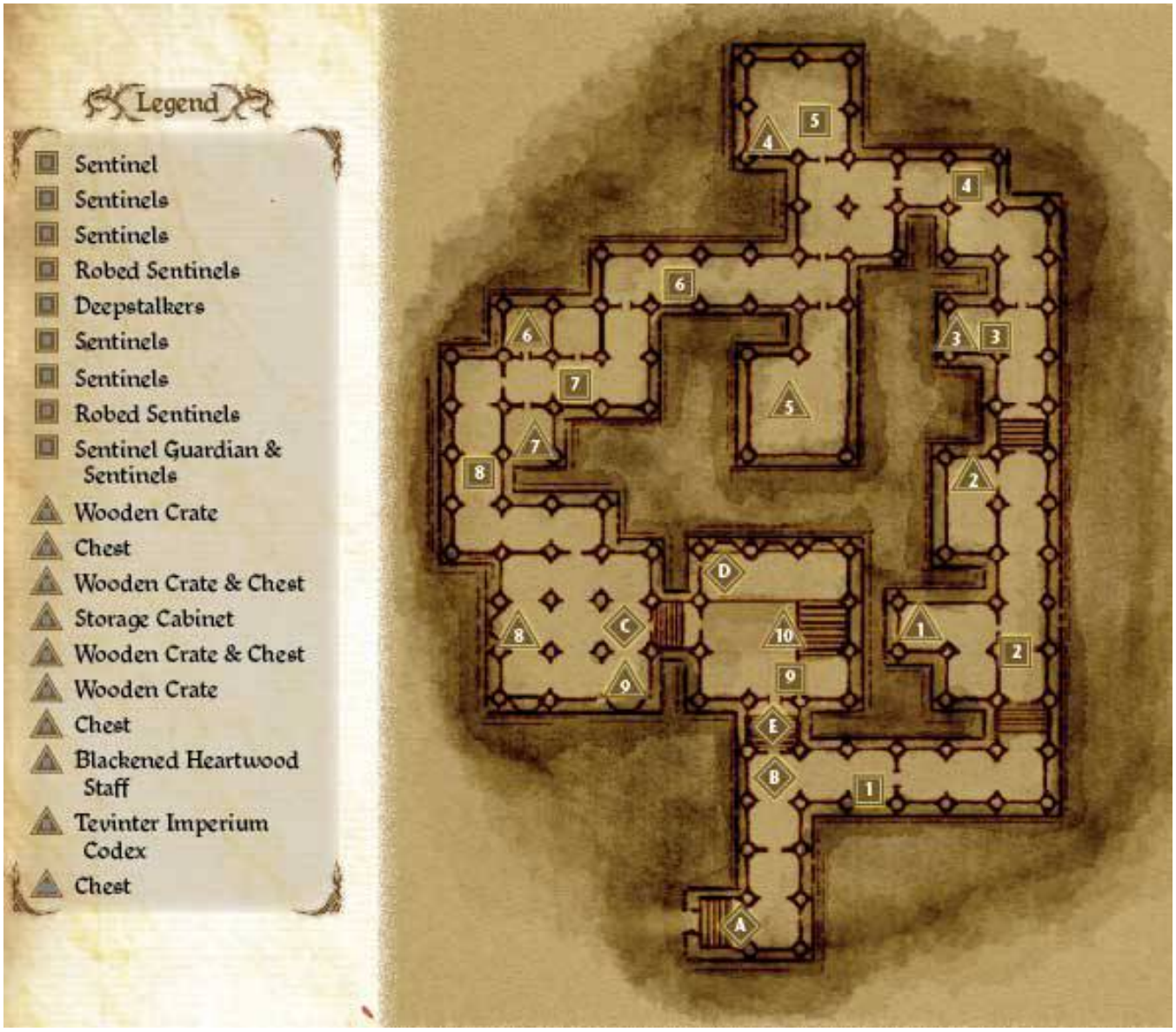




~ Beraht's Shop ~



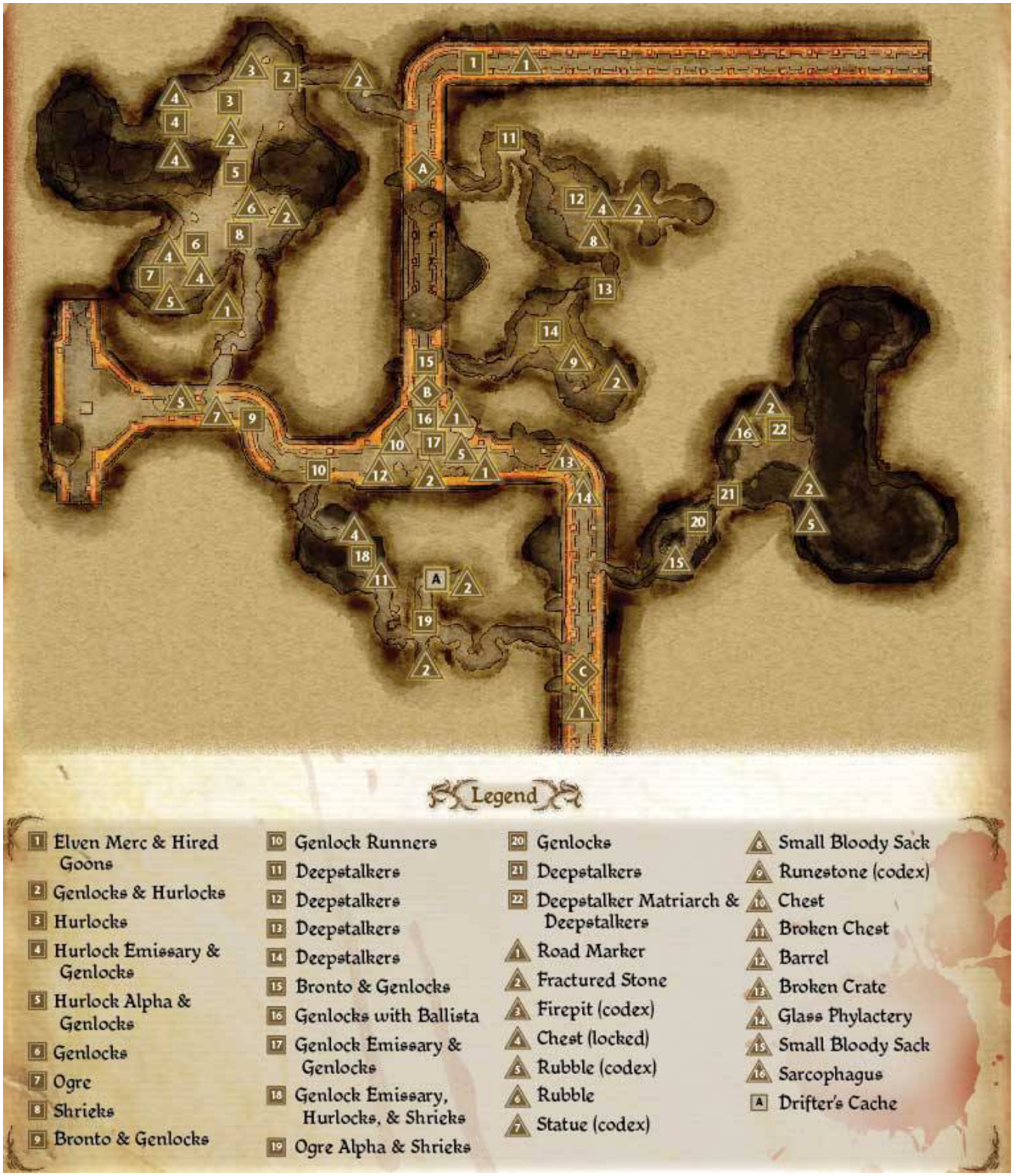
~ Basement ~


Legend
Sentinel
Sentinels
Sentinels
Robed Sentinels
Deepstalkers
Sentinels
Sentinels
Robed Sentinels
Sentinel Guardian & Sentinels
Wooden Crate
Chest
Wooden Crate & Chest
Storage Cabinet
Wooden Crate & Chest
Wooden Crate
Chest
Blackened Heartwood Staff
Tevinter Imperium Codex
Chest

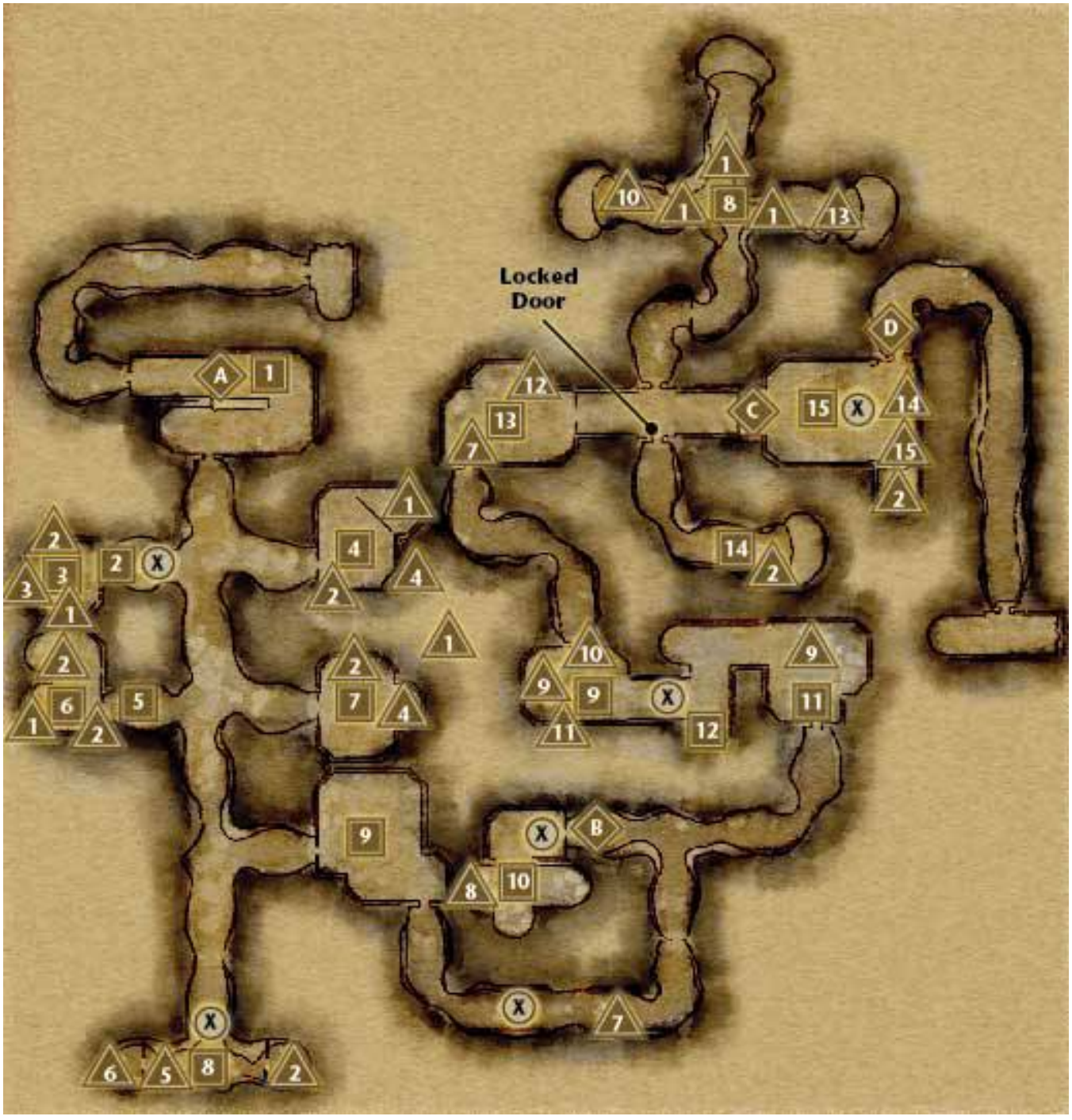
~ Cadash Thaig ~



~ Caridin's Cross ~



~ Carta Hideout ~




Legend
1 Carta Doorman & Carta Thugs
2 Carta Thugs
3 Carta Thugs
4 Quanari Mercenary & Carta Thugs
5 Carta Thugs
6 Carta Thugs
7 Carta Assassin, Elven Merc, & Quanari Merc
8 Carta Thugs
9 Carta Thugs
10 Carta Assassin, Carta Jailor, & Carta Thugs
11 Carta Assassins
12 Quanari Mercs
13 Carta Assassin, Elven Merc, & Carta Thugs
14 Giant Spiders
15 Jarvia, Carta Assassins, & Carta Thugs
1 Wooden Crate
2 Chest (locked)
3 Jammer's Journal (codex)
4 Kanky's Common Box (take silver ring only)
5 Weapon Stand
6 Armor Stand
7 Barrels
8 Dwarf Corpse
9 Barrels
10 Crate
11 Jammer's Common Box (take iron letter opener only)
12 Pique's Common Box (take garnet trinket only)
13 Jammer's Stash Box
14 Chest
15 Weapon Rack
X Trap

~ Castle Cousland by Day~



~ Castle Cousland by Night~



Legend

- Teryna Eleanor
- Ser Gilmore
- Teryn Cousland
- Duncan
- Howe's Men
- Howe's Men
- Howe's Men
- Howe's Men
- Howe's Men
- Howe's Men
- Howe Knight
- Chest (your room)
- Chest & Trunk
- Chest (locked)
- Chest (locked)
- Knight's Corpse
- Rubble
- Chest (locked)
- Rubble
- Knight Corpse
- "The Cousland Treasury"

~ Circle Tower (Fourth Floor-2) After Fade ~



~ The Circle Tower (First Floor) ~



~ The Circle Tower (Fourth Floor) ~



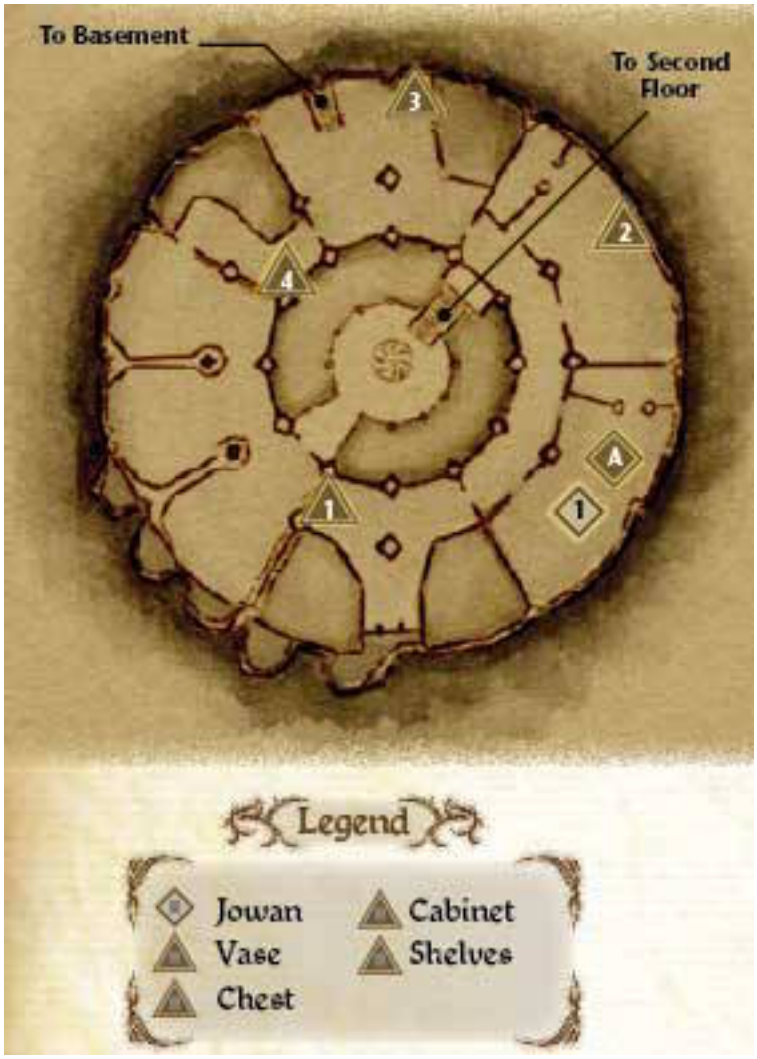
~ The Circle Tower (Second Floor) ~



~ The Circle Tower (Third Floor) ~



~ Circle Tower - First Floor ~



~ Circle Tower - Second Floor ~



~ City Gates ~


7
6
1
2
3
B
1
A
4
5
9
8
Legend
1 Riordan
1 Genlocks
2 Genlock Alpha
3 Genlocks & Hurlocks
4 Genlock Alpha
5 Genlocks
6 Genlocks
7 Hurlocks
8 Genlocks & Hurlocks
9 Genlocks & Hurlocks

~ Commons ~


C
3
4
B
2
1
A
D
Legend
1 Kasch
2 Olinda (vendor)
3 Unna
4 Ademaro (vendor)

~ Dalish Camp ~


Exit
Entrance
Legend
Gheyna
Lanaya
Elora
Cammen
Sarel
Varathorn
Athras
Elfroot
Deathroot
Ghilan'nain (codex)
Chest (locked)
Fen'Harel (codex)
Pile of Sacks
Eldest of the Sun (codex)
Barrel & Chest
Wooden Crate
Pile of Scrolls
Andruil (codex)
Sylaise (codex)
God of the Craft (codex)
Colored Ink (codex)
Chest
"Elora's Halla"
"Cammen's Lament"
"Lost to the Curse"
"Rare Ironbark"

~ Dalish Elf Camp ~



~ Dane's Refuge ~



~ The Dead Trenches ~



~ Diamond Quarter ~



~ Diamond Quarter ~



~ Denerim ~


~ Denerim Market District ~
Open Market
Chantry
Wade's Emporium
Elven Alienage
A
F
G
B
C
H
E
D
Wonders of Thedas
Gnawed Noble Tavern
Brother Genitivi's
Legend
A Chantry Board
B Sergeant Kylon
C Messenger for "Antivan Crows" Quests
D "Honor Bound" Duel
E Friends of Red Jenny
F Mages' Collective
G Slim Couldry
H Warehouse

~ Denerim Market District ~



~ Denerim Market District (Destroyed) ~



~ Dust Town ~


A
1
1
A
B
2
B
D
1
C
C
Alimar's
Emporium
Legend
1 Nadezda
1 Ruffians
1 Rubble (codex)
2 Assembly Directive (codex)
A Rogek
B Shady Corbeit
C Zerlinda

~ Dust Town ~





~ East Brecilian Forest ~




Legend
1 Danyla
2 Mad Hermit
1 Wild Sylvan
2 Werewolves
3 Black Bears & Great Bear
4 Ogre
5 Revenant & Skeletons
6 Wild Sylvan
1 Elfroot
2 Deathroot
3 Rubble
4 Rubble & Pile of Bones
5 Pile of Bones
6 Chest (locked)
7 Charred Corpse
8 Skeleton
A "Lost to the Curse"
B "A Mage's Treasure"

~ Elven Alienage (Destroyed) ~



~ Elven Alienage ~




Legend
1 Drunken Elves
2 Elf Kids
3 Alarith's Store
4 Taeodor
5 Dilwyn
6 Elva
7 Beggar
1 Alienage Tree Codex
2 Elfroot

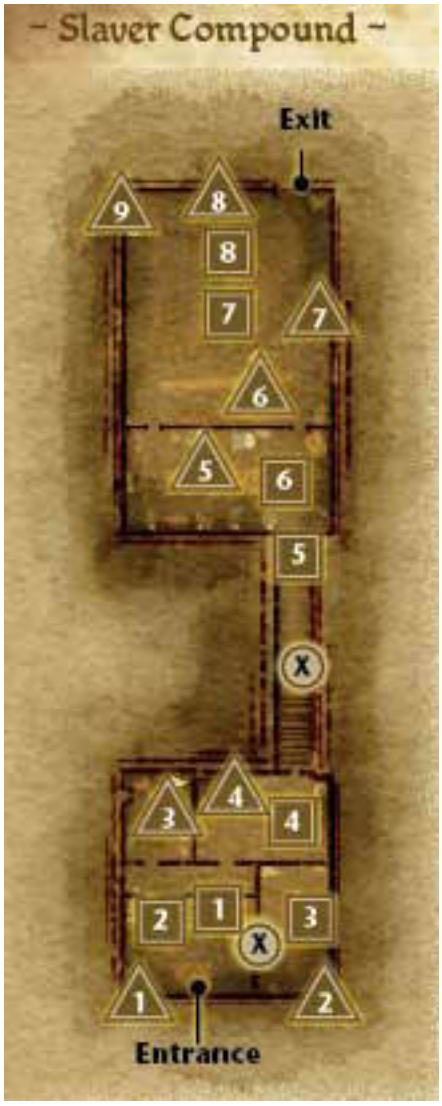
~ Elven Alienage ~



~ Elven Alienage Rundown Apartments ~



~ Elven Alienage Slaver Compound ~

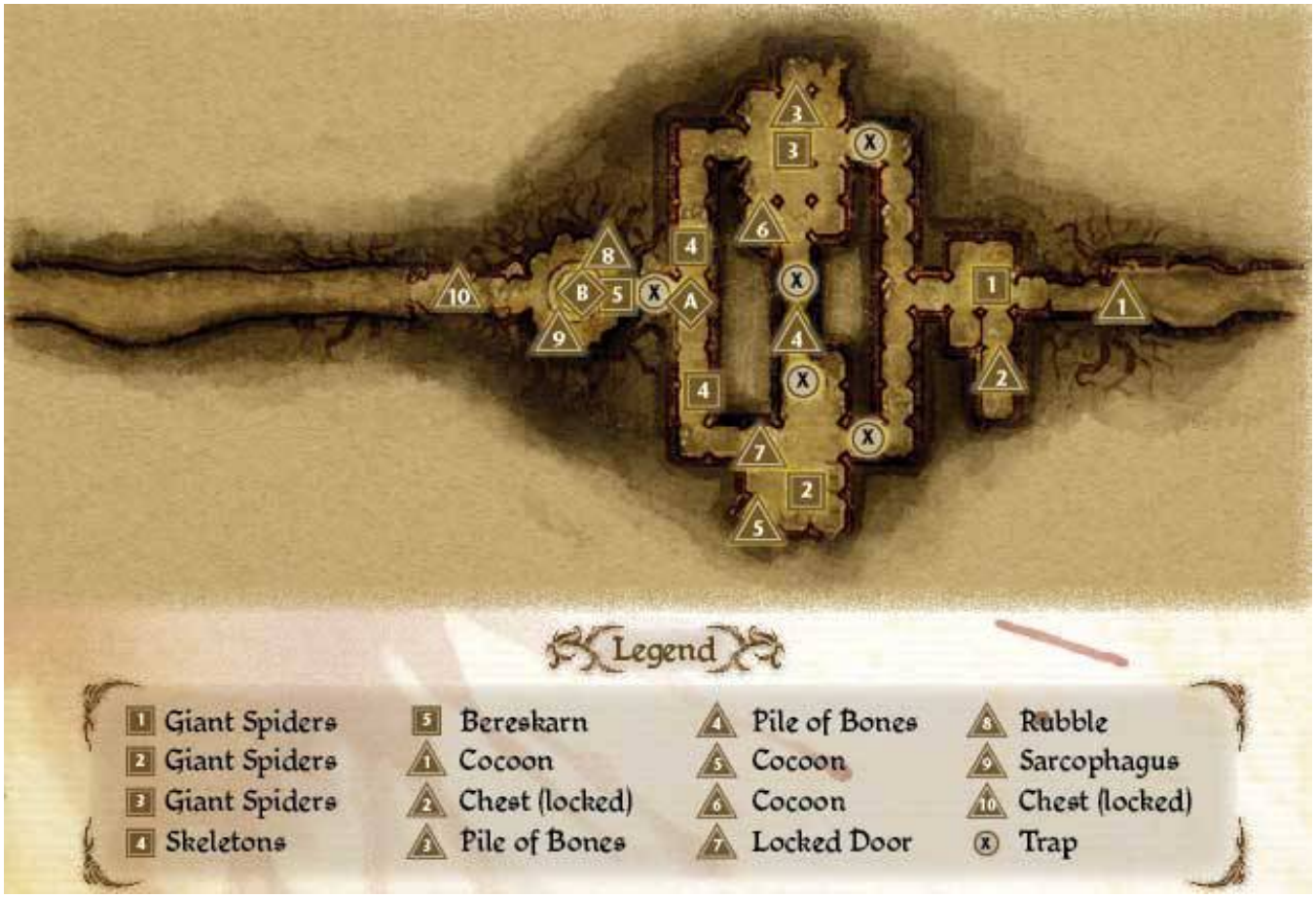




~ Elven Alienage Tevinter Hospice ~



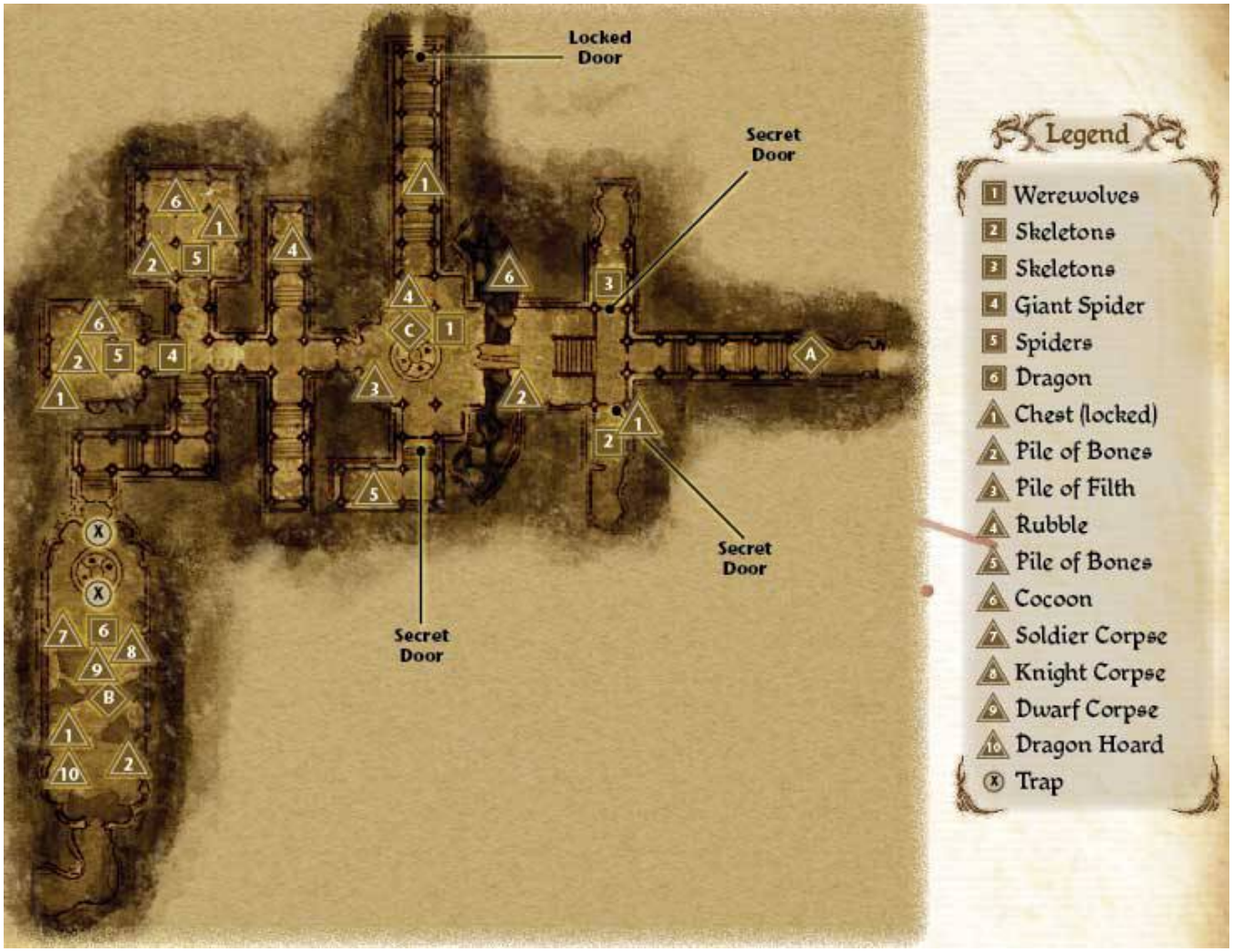
~ Elven Ruins ~


Legend
1 Giant Spiders
2 Giant Spiders
3 Giant Spiders
4 Skeletons
5 Bereskarn
1 Cocoon
2 Chest (locked)
3 Pile of Bones
4 Pile of Bones
5 Cocoon
6 Cocoon
7 Locked Door
8 Rubble
9 Sarcophagus
10 Chest (locked)
X Trap

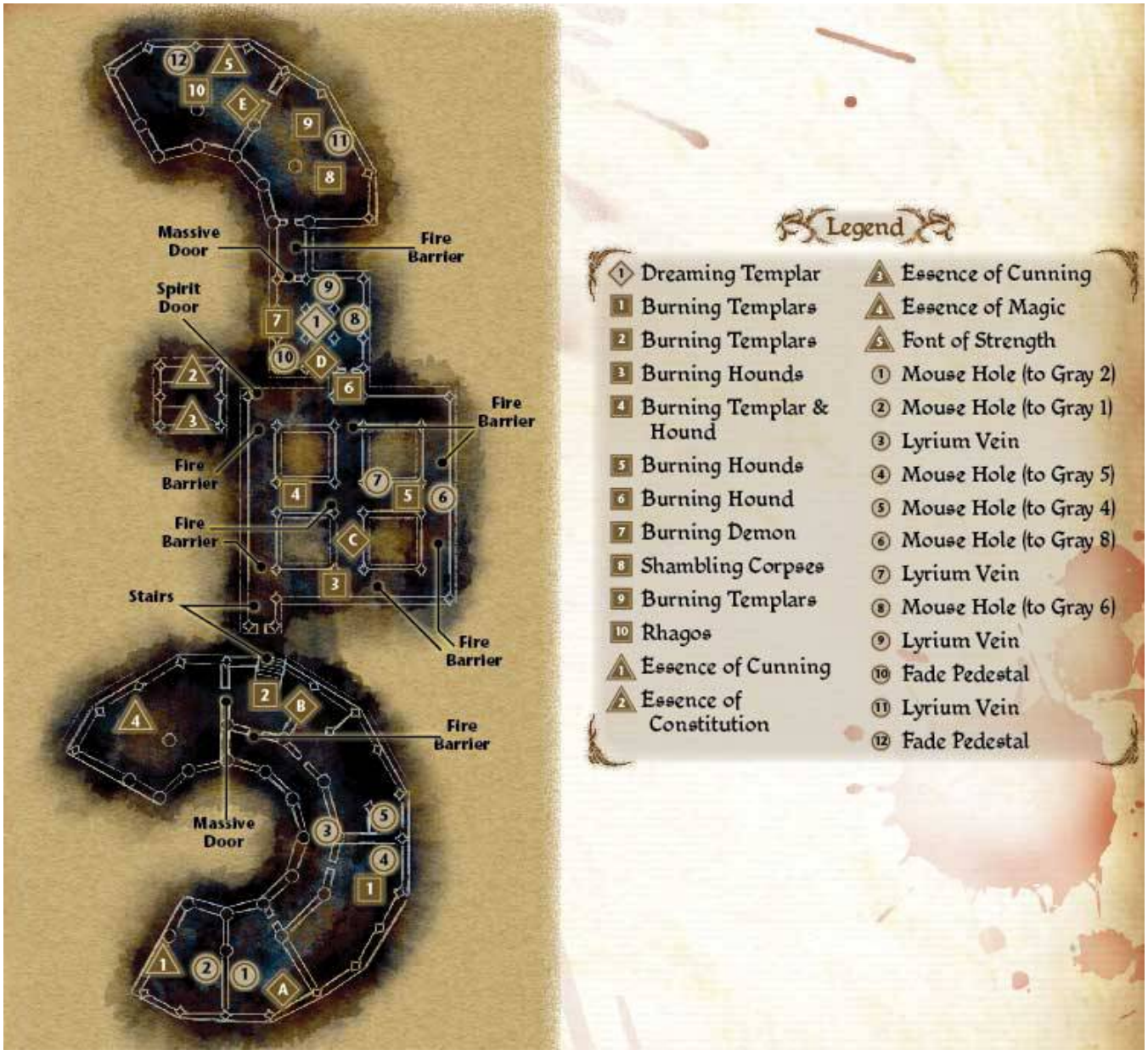
~ Elven Ruins: Lower Level ~



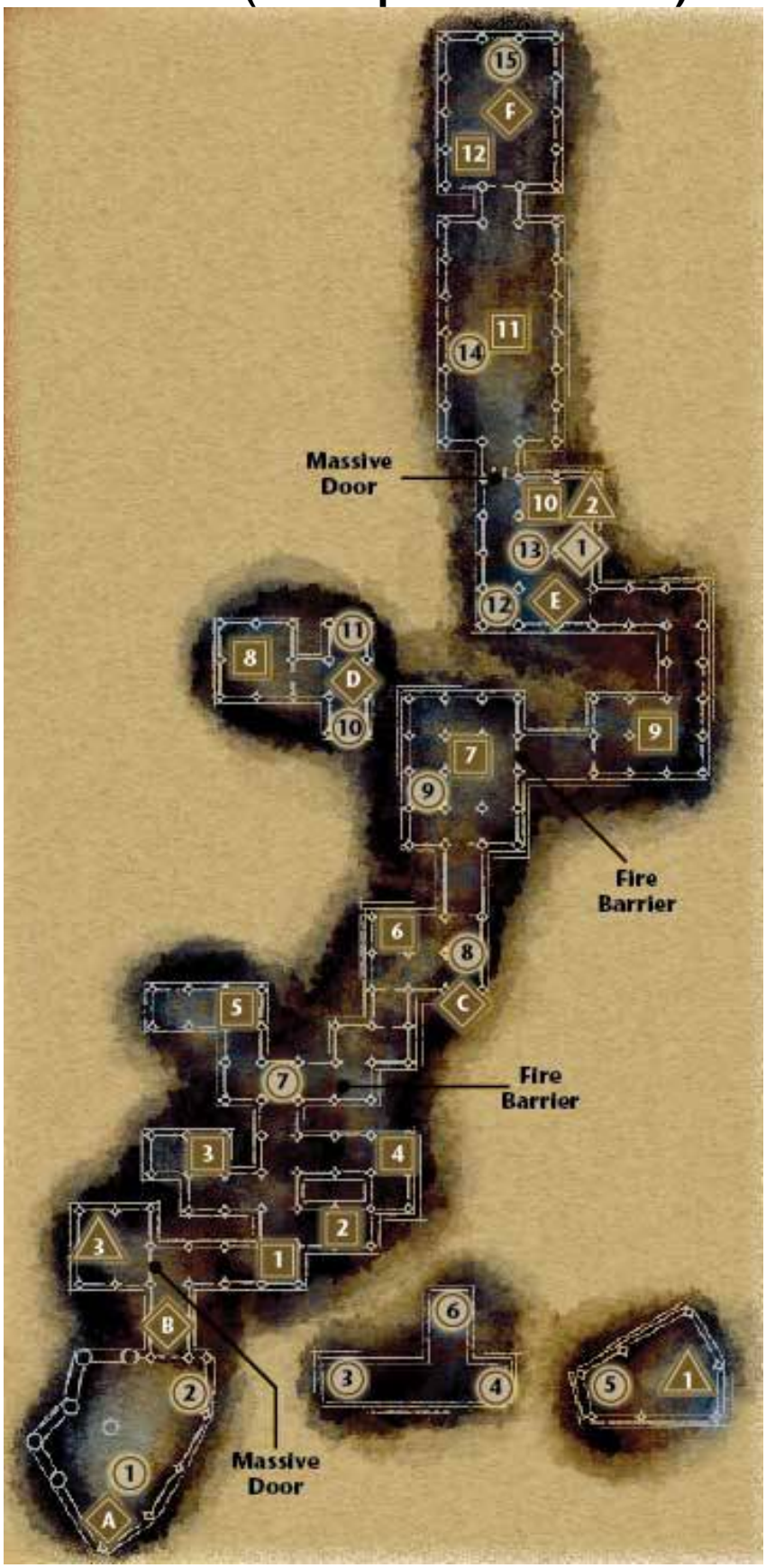
~ Elven Ruins: Upper Level ~



~ The Fade (Burning Tower) ~

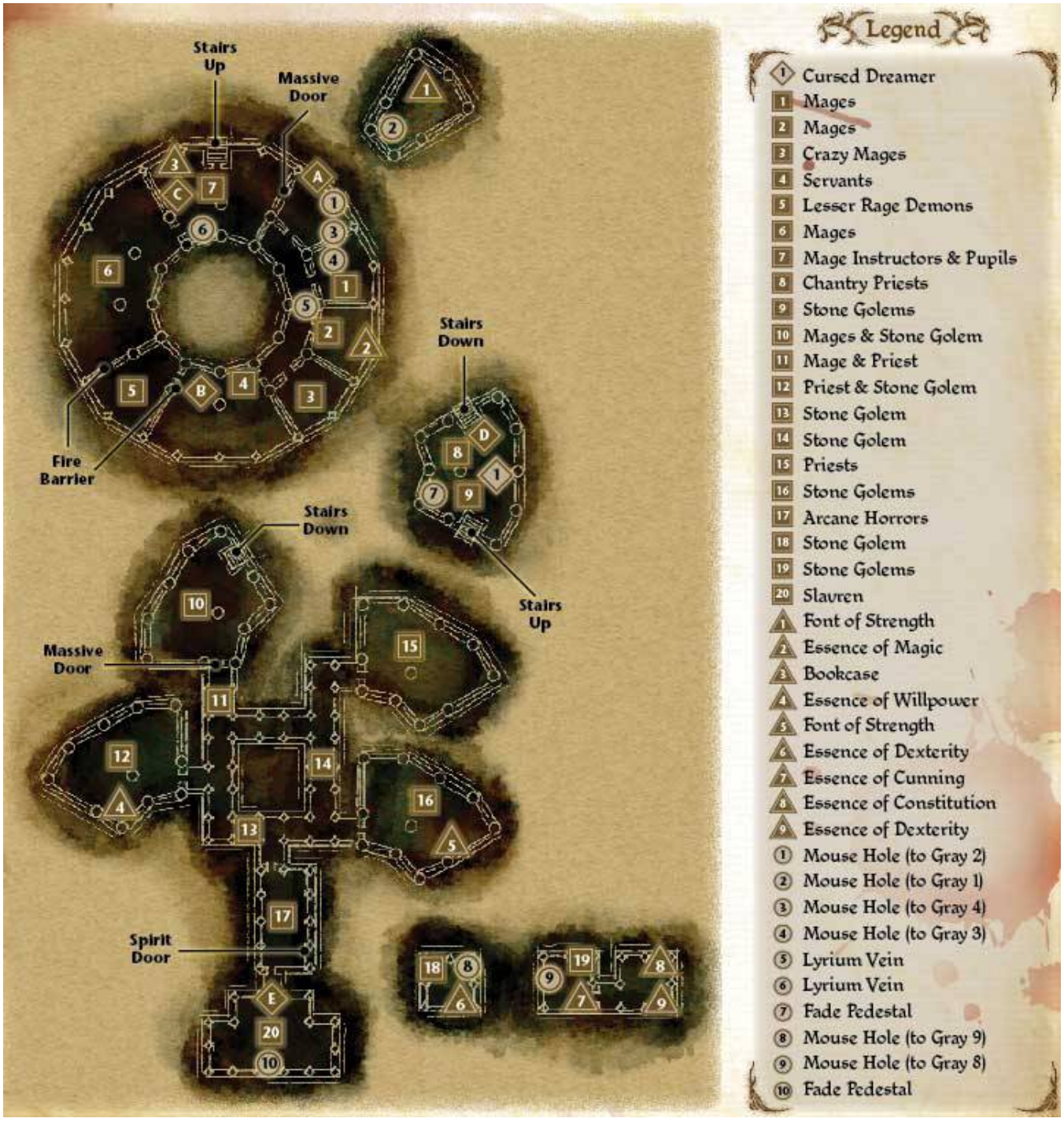


~ The Fade (Darkspawn Invasion) ~

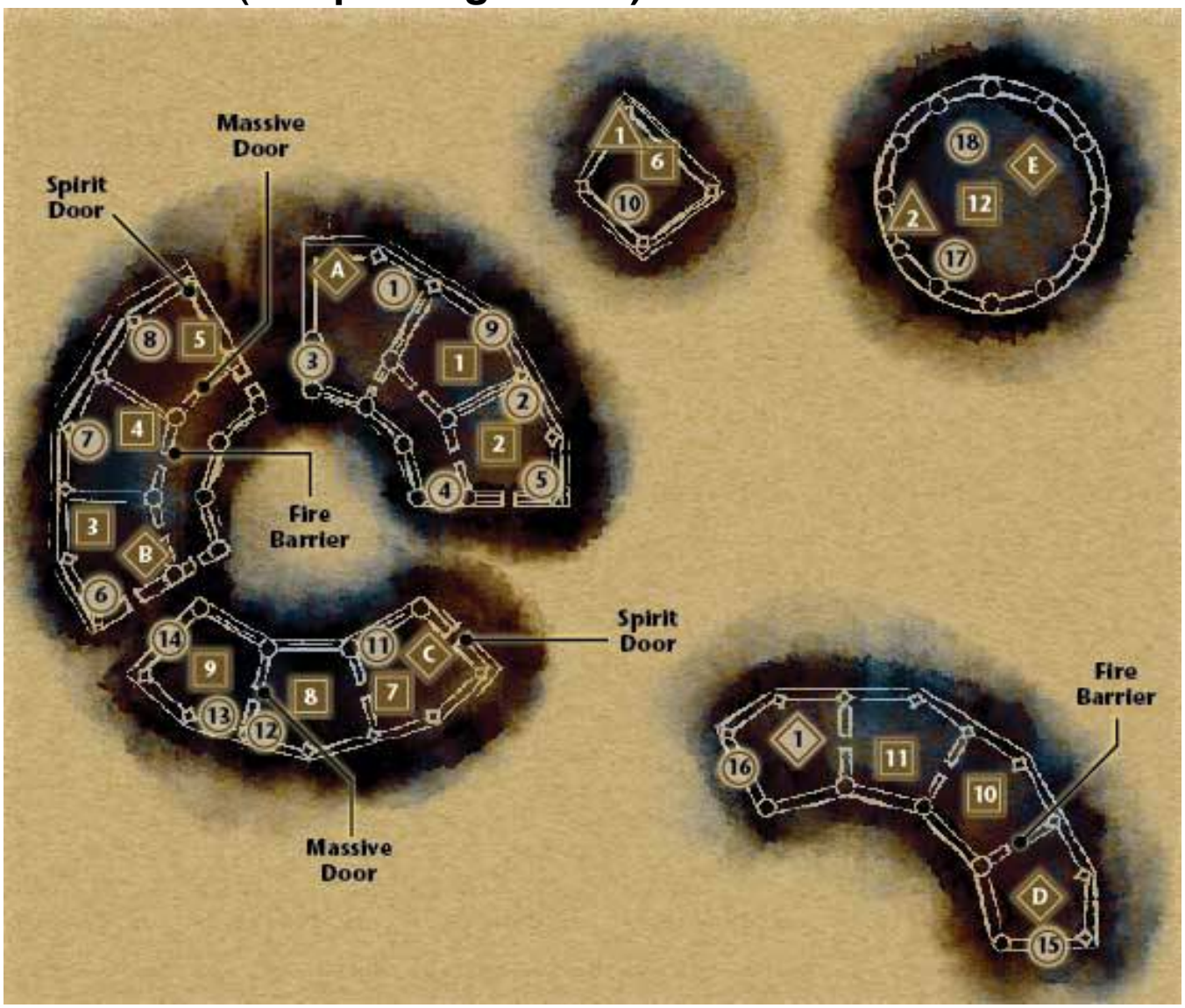


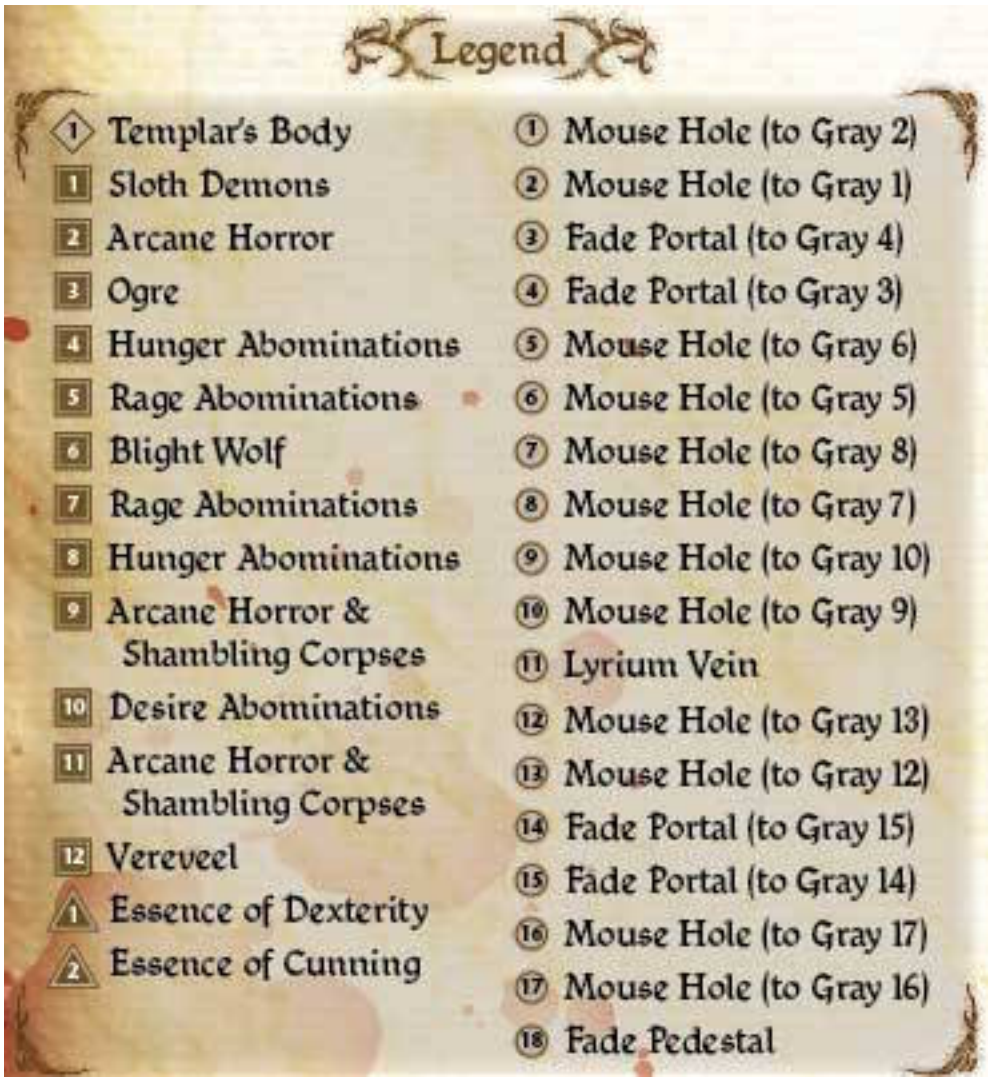

Legend
1 Templar Spirit
1 Hurlocks
2 Genlock Alpha
3 Genlocks
4 Hurlocks
5 Hurlocks
6 Flaming Darkspawn
7 Hurlock Emissary & Hurlocks
8 Genlocks
9 Flaming Darkspawn
10 Darkspawn Spirits
11 Genlocks, Hurlocks, & Darkspawn Emissary
12 Uthkiel the Crusher
1 Essence of Cunning
2 Essence of Willpower
3 Font of Strength
1 Fade Pedestal
2 Mouse Hole (to Gray 3)
3 Mouse Hole (to Gray 2)
4 Mouse Hole (to Gray 5)
5 Mouse Hole (to Gray 4)
6 Mouse Hole (to Gray 8)
7 Lyrium Vein
8 Mouse Hole (to Gray 6)
9 Mouse Hole (to Gray 10)
10 Mouse Hole (to Gray 9)
11 Lyrium Vein
12 Fade Portal
13 Fade Portal
14 Lyrium Vein
15 Fade Pedestal

~ The Fade (Mages Asunder) ~

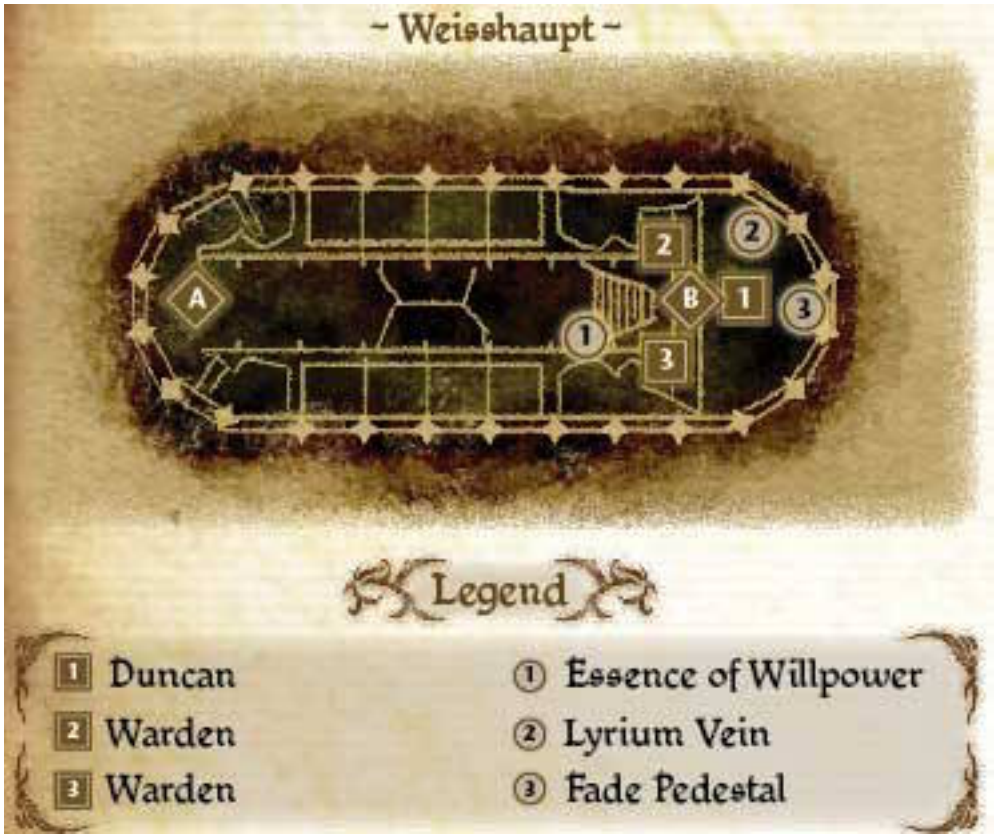


~ The Fade (Templar Nightmare) ~




Legend
1 Templar's Body
1 Sloth Demons
2 Arcane Horror
3 Ogre
4 Hunger Abominations
5 Rage Abominations
6 Blight Wolf
7 Rage Abominations
8 Hunger Abominations
9 Arcane Horror & Shambling Corpses
10 Desire Abominations
11 Arcane Horror & Shambling Corpses
12 Vereveel
1 Essence of Dexterity
2 Essence of Cunning
1 Mouse Hole (to Gray 2)
2 Mouse Hole (to Gray 1)
3 Fade Portal (to Gray 4)
4 Fade Portal (to Gray 3)
5 Mouse Hole (to Gray 6)
6 Mouse Hole (to Gray 5)
7 Mouse Hole (to Gray 8)
8 Mouse Hole (to Gray 7)
9 Mouse Hole (to Gray 10)
10 Mouse Hole (to Gray 9)
11 Lyrium Vein
12 Mouse Hole (to Gray 13)
13 Mouse Hole (to Gray 12)
14 Fade Portal (to Gray 15)
15 Fade Portal (to Gray 14)
16 Mouse Hole (to Gray 17)
17 Mouse Hole (to Gray 16)
18 Fade Pedestal

~ The Fade (Weisshaupt) ~

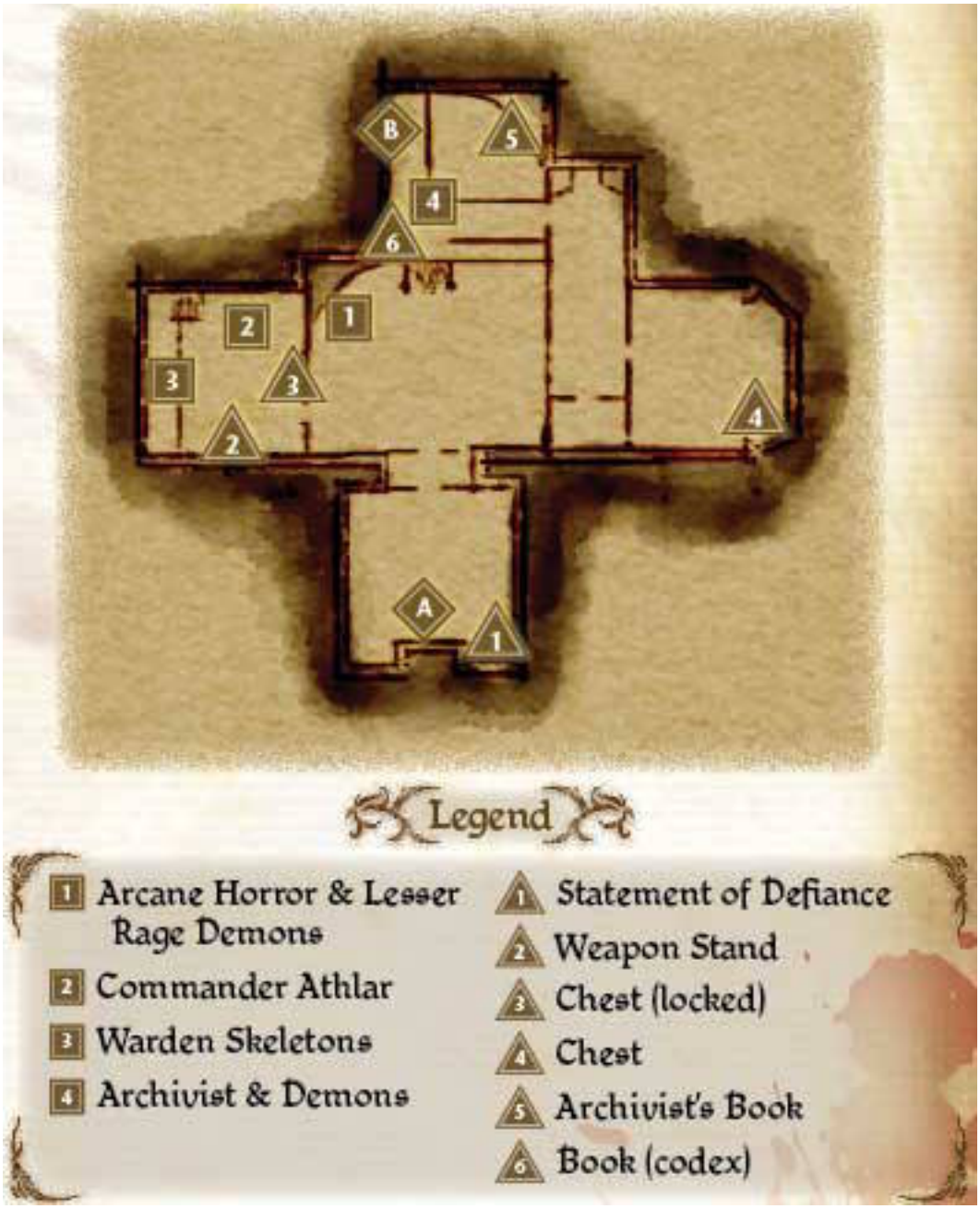


~ Ferelden ~

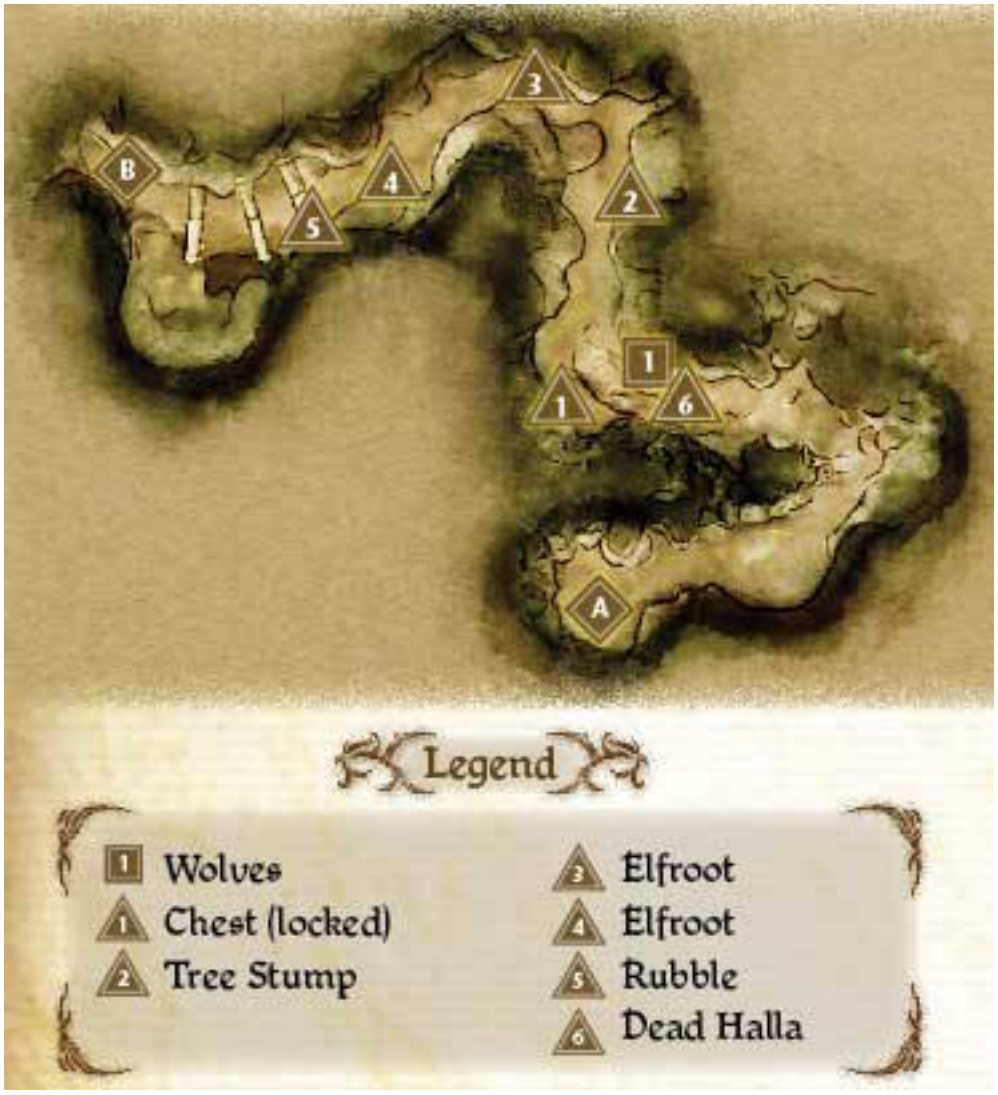

North to Free Marches
Waking Sea
The Coastlands
The Bannorn
Ferelden
Lake Calenhad
Frostback Mountains
Brecilian Forest
Amaranthine Ocean
Dragon's Peak


Color Coding
Prelude (Ostagar)
Arl of Eamon/
Urn of Sacred Ashes (Humans)
Denerim and Landsmeet
Downloadable Content
Broken Circle (Mages)
Nature of the Beast (Elves)
Paragon of Her Kind (Dwarves)

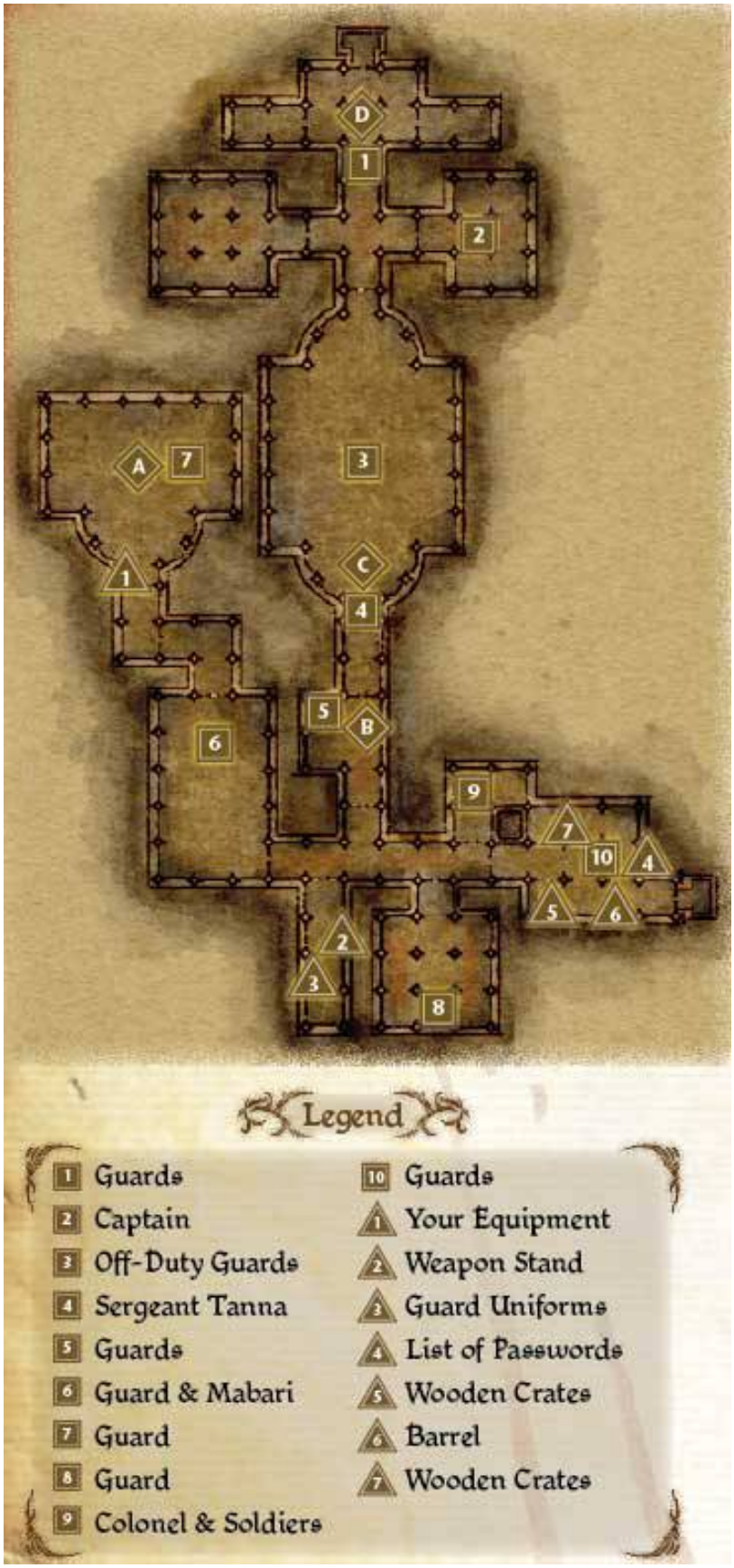
~ First Floor ~


B
5
4
6
2
1
3
3
2
4
A
1
Legend
1 Arcane Horror & Lesser Rage Demons
2 Commander Athlar
3 Warden Skeletons
4 Archivist & Demons
1 Statement of Defiance
2 Weapon Stand
3 Chest (locked)
4 Chest
5 Archivist's Book
6 Book (codex)

~ Forest Clearing ~



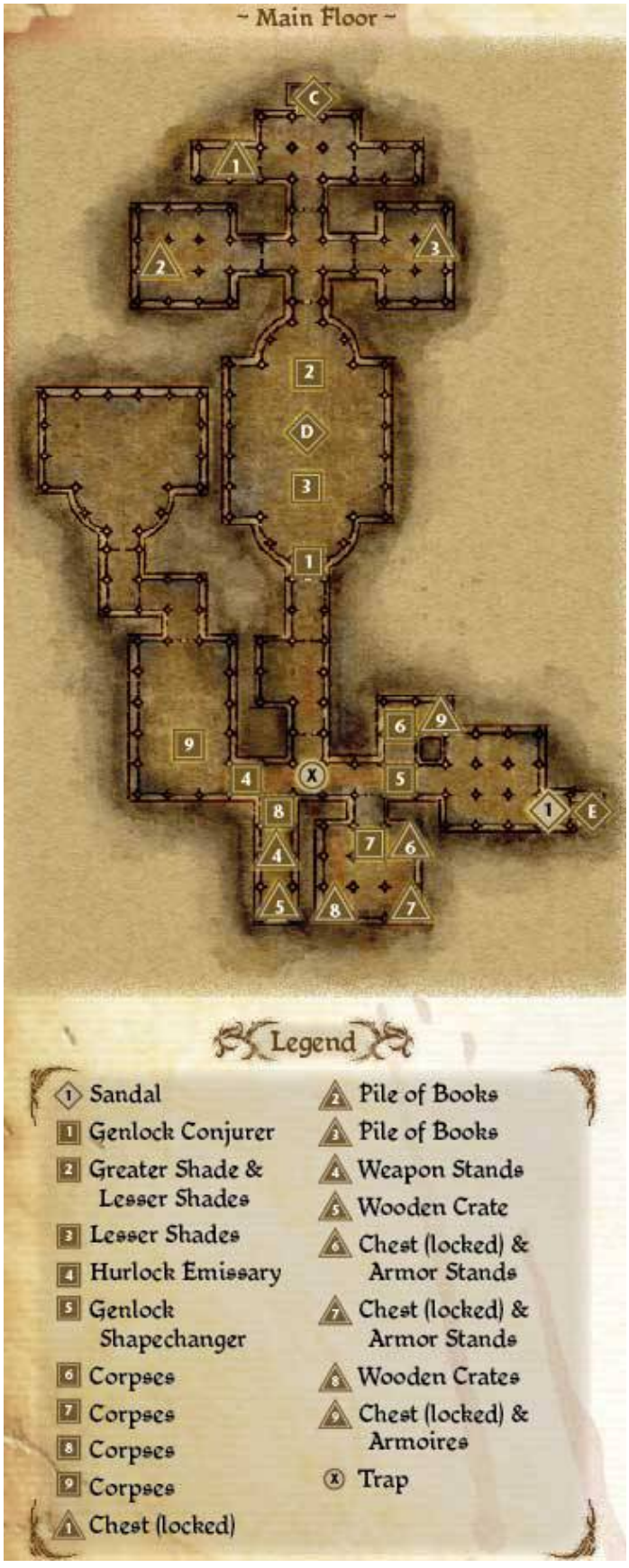
~ Fort Drakon ~


Legend
1 Guards
2 Captain
3 Off-Duty Guards
4 Sergeant Tanna
5 Guards
6 Guard & Mabari
7 Guard
8 Guard
9 Colonel & Soldiers
10 Guards
1 Your Equipment
2 Weapon Stand
3 Guard Uniforms
4 List of Passwords
5 Wooden Crates
6 Barrel
7 Wooden Crates

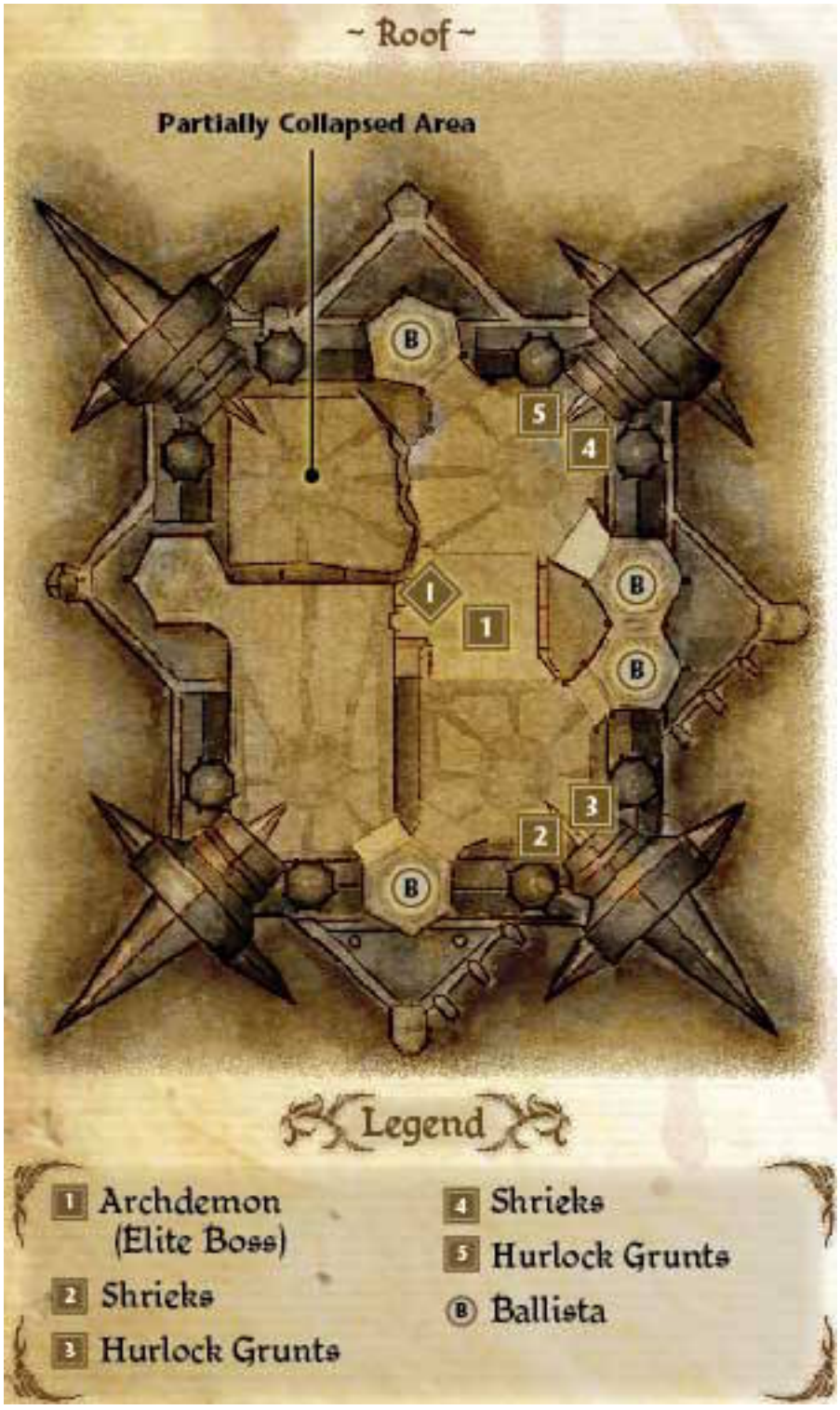
~ Fort Drakon Exterior ~



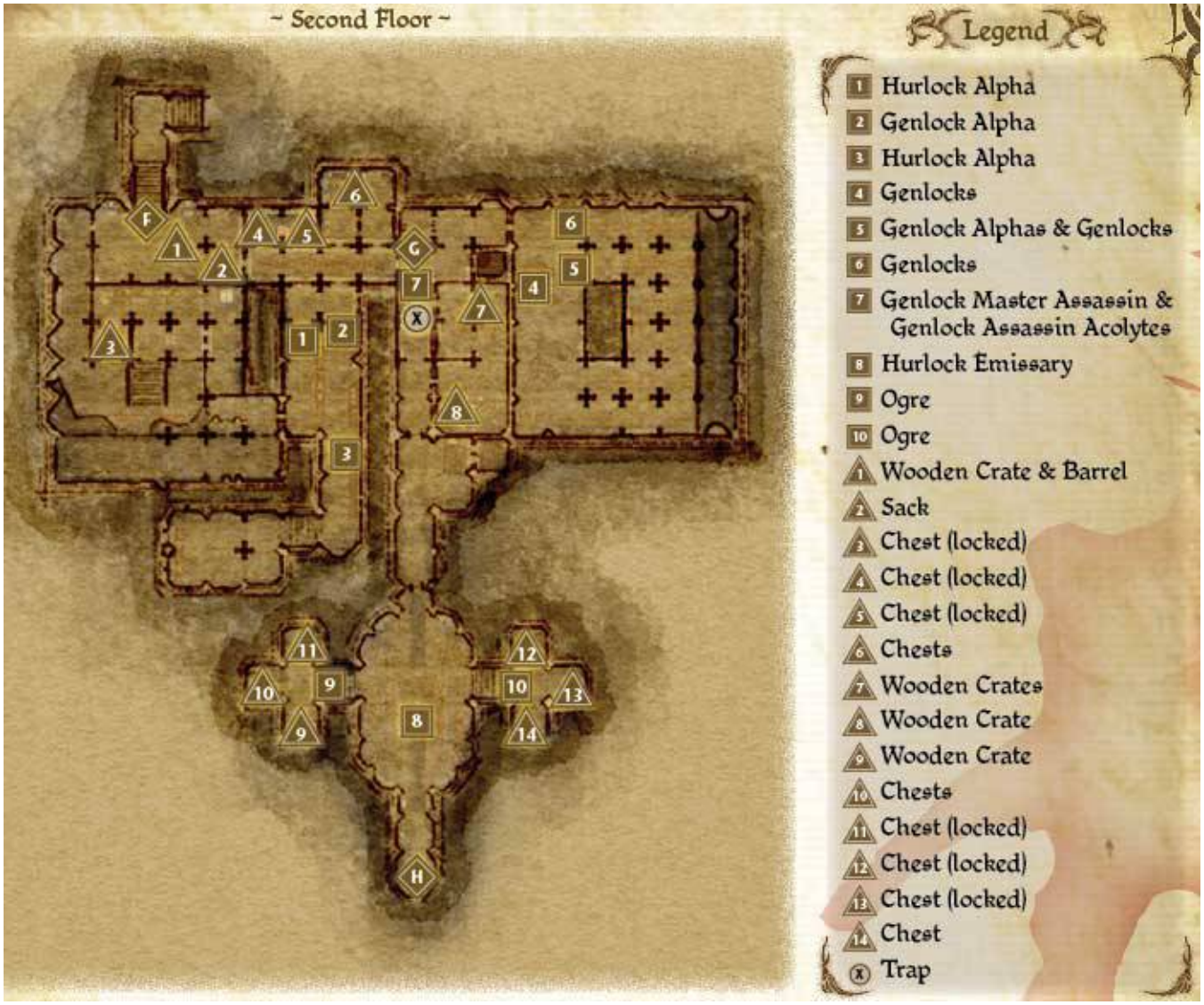
~ Fort Drakon Main Floor ~



~ Fort Drakon Roof ~



~ Fort Drakon Second Floor ~



~ Frostback Mountains ~



Frostback Mountains Cheatsheet

Main Plot Quests
- Paragon of Her Kind

Important NPCs
- Faryn

Key Items
- None

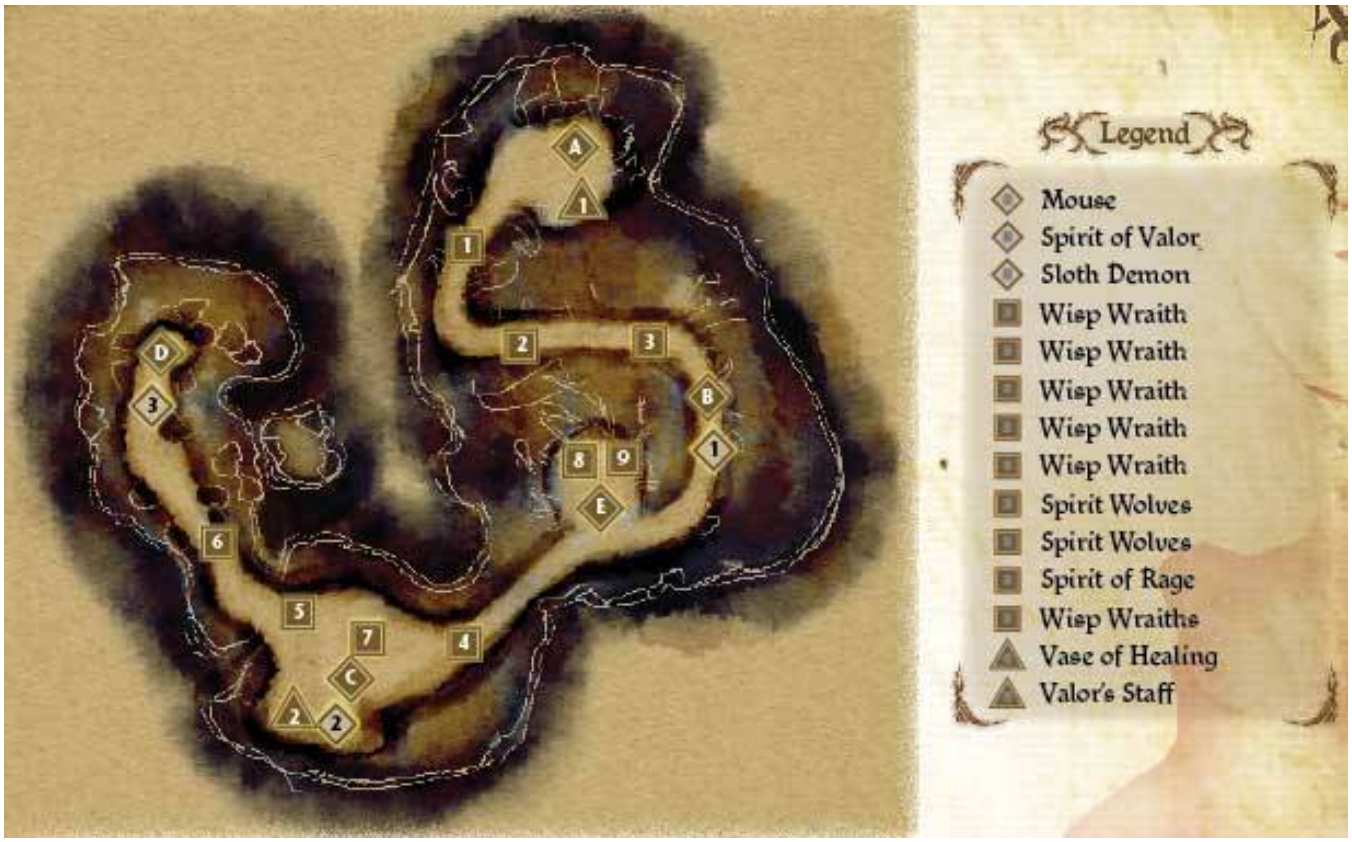
Monsters
- Bodyguards
- Bounty Hunters
- Imrek

Side Quests
- Cammen's Lament
- Dereliction of Duty
- Notice of Termination

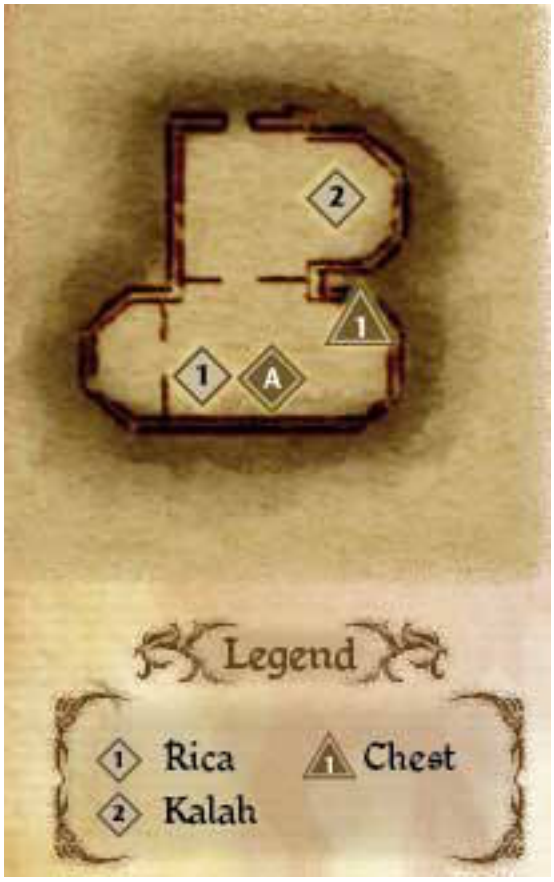
~ The Gauntlet ~



~ The Harrowing ~



~ Home ~



~ Home ~



~ King's Camp ~


Legend
1 Wynne
2 Duncan
3 Quartermaster
4 Daveth
5 Jory
6 Alistair
1 Elfroot
2 Sack
3 Chest (locked)
4 Note
A Kennel Master for "The Mabari Hound"
B "Hungry Deserter"

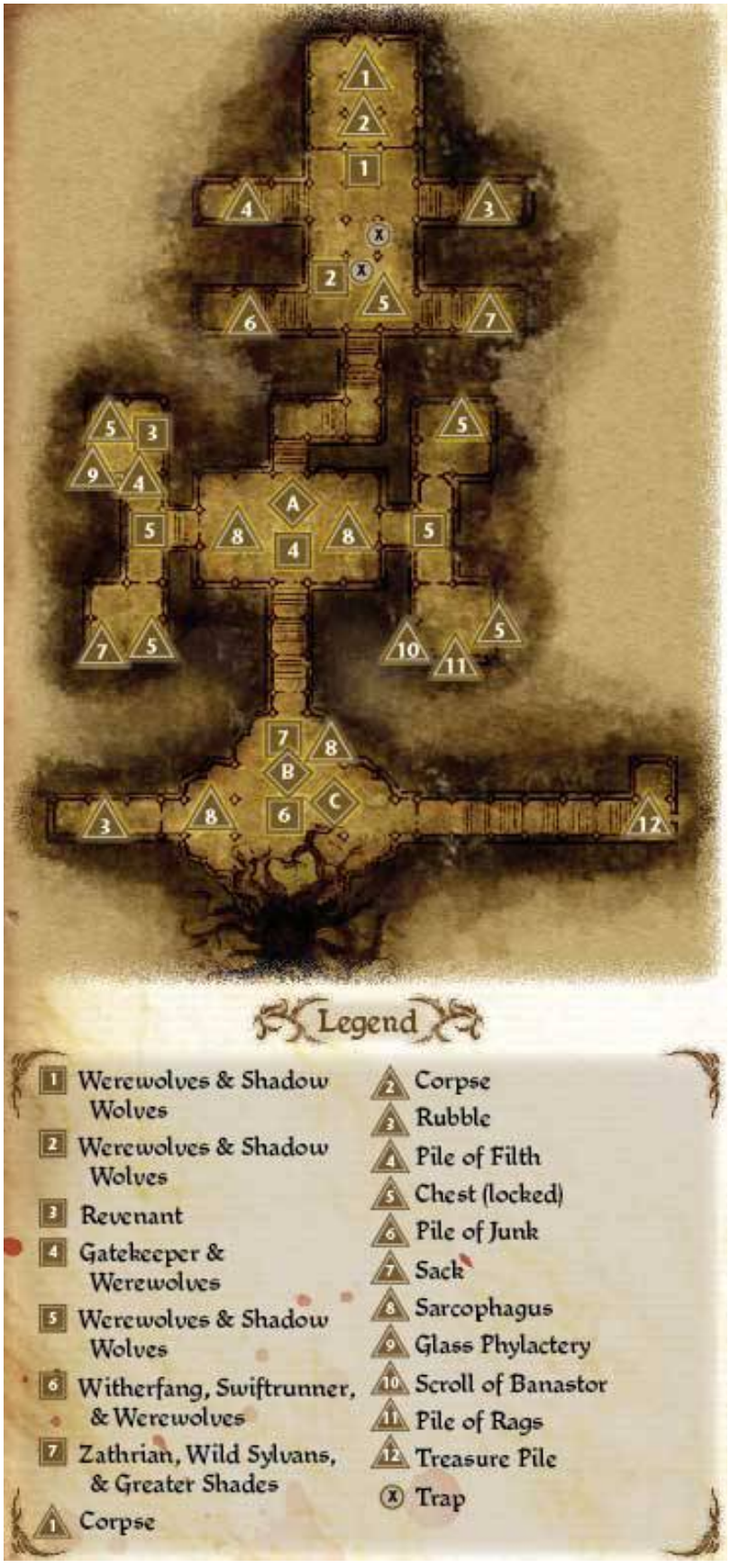
~ Korcari Wilds ~



~ Kocari Wilds ~



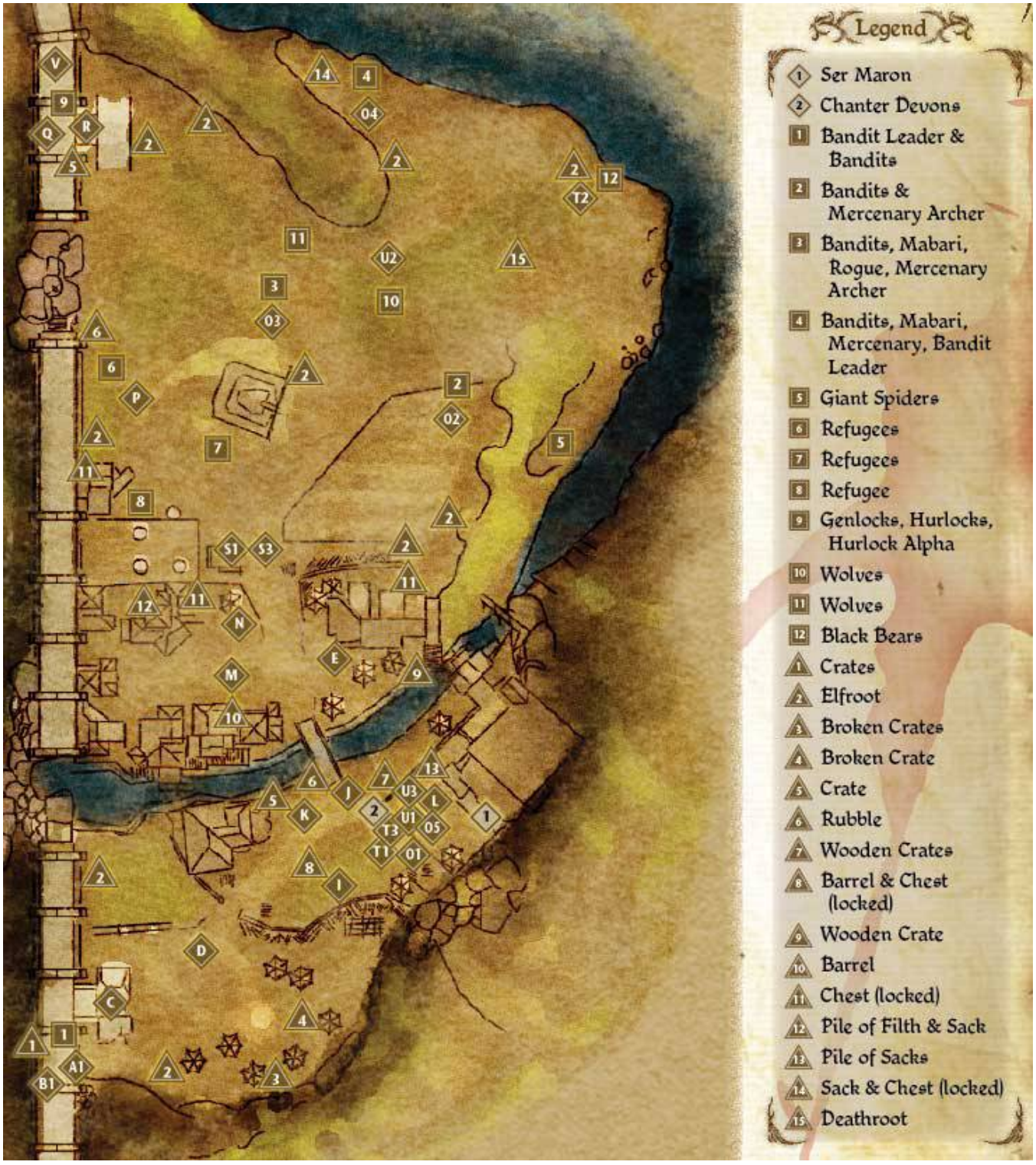
~ Lair of the Werewolves ~



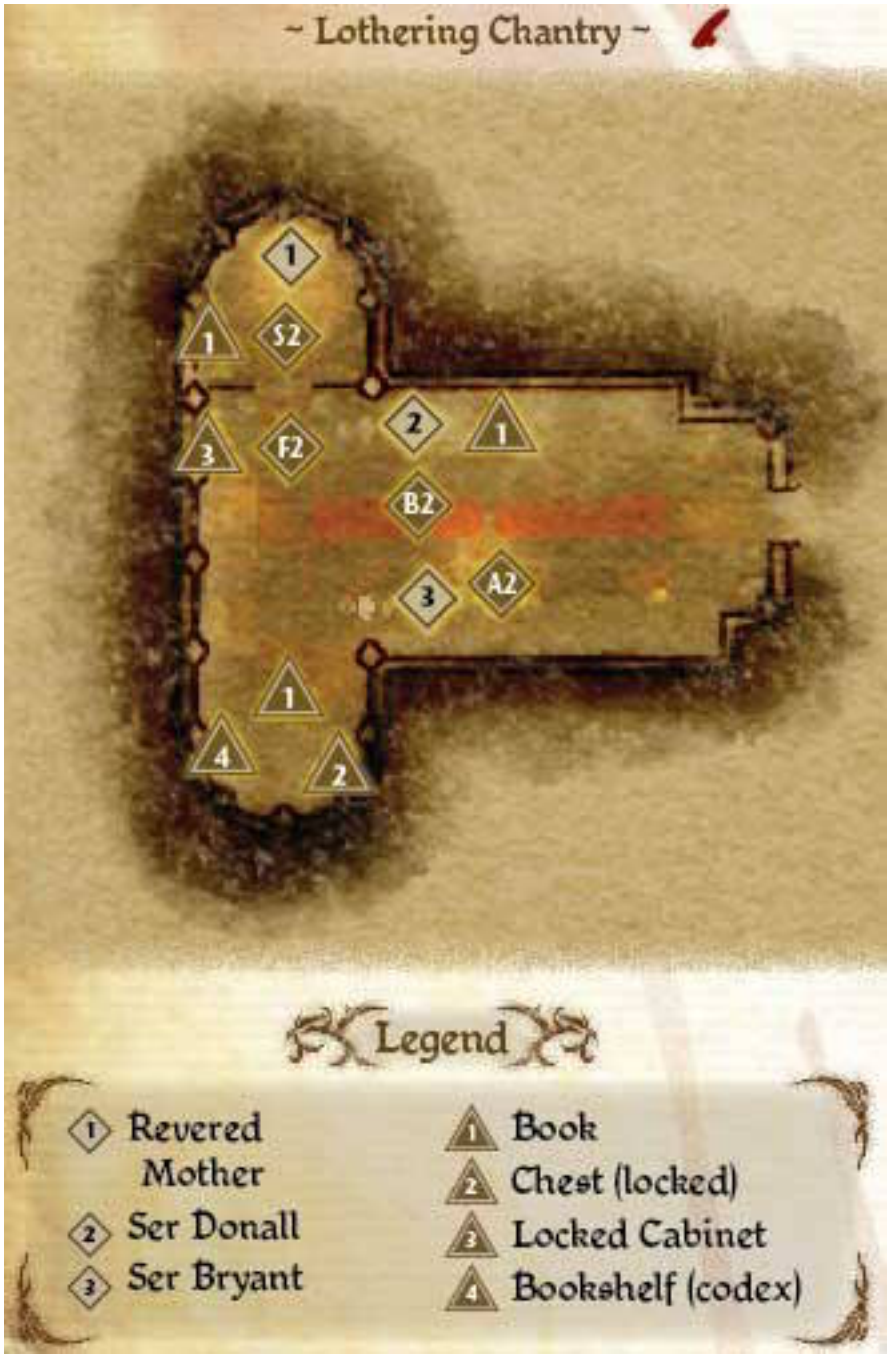
~ Lake Calenhad Docks ~



~ Lothering ~


Legend
Ser Maron
Chanter Devons
Bandit Leader & Bandits
Bandits & Mercenary Archer
Bandits, Mabari, Rogue, Mercenary Archer
Bandits, Mabari, Mercenary, Bandit Leader
Giant Spiders
Refugees
Refugees
Refugee
Genlocks, Hurlocks, Hurlock Alpha
Wolves
Wolves
Black Bears
Crates
Elfroot
Broken Crates
Broken Crate
Crate
Rubble
Wooden Crates
Barrel & Chest (locked)
Wooden Crate
Barrel
Chest (locked)
Pile of Filth & Sack
Pile of Sacks
Sack & Chest (locked)
Deathroot

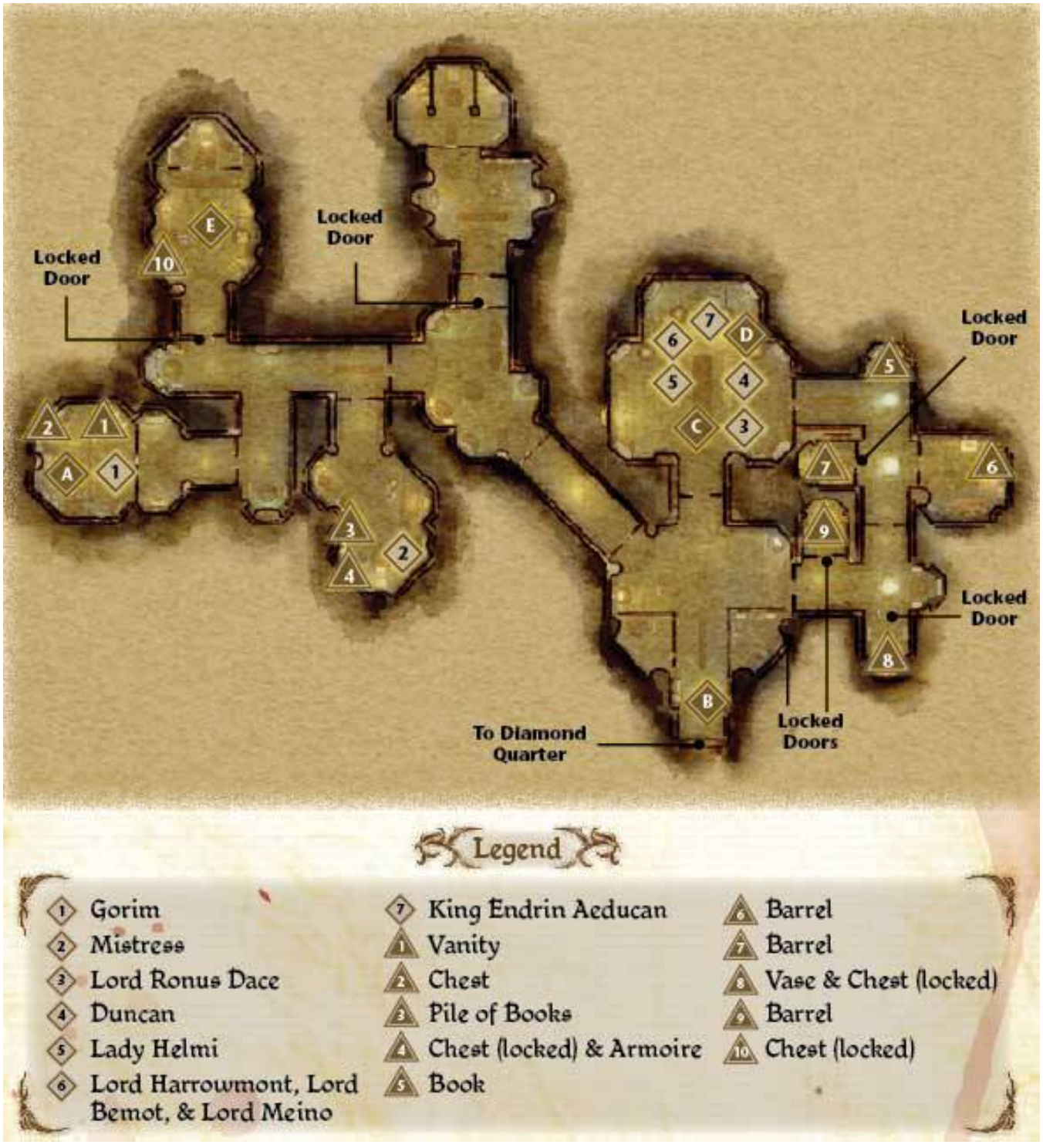
~ Lothering Chantry ~



~ Ortan Thaig ~


Legend
1 Giants Spiders & Thaig Crawlers
2 Ogre, Poisonous Spider, Thaig Crawler & Giant Spiders
3 Genlock Alpha, Hurlocks, Poisonous Spiders, & Thaig Crawlers
4 Shriek Alpha
5 Giant Poisonous Spiders
6 Forgotten Spirits, Indignant Spirits, & Stone Golem
7 Giants Spiders & Thaig Crawlers
8 Giant Spiders, Poisonous Spiders, & Thaig Crawlers
9 Enraged Spirit, Forgotten Spirits, Indignant Spirits, & Stone Golem
10 Thaig Crawlers & Giant Poisonous Spider
11 Stone Golem
12 Indignant Spirits
13 Enraged Spirit & Forgotten Spirits
14 Corrupted Spiders
15 Genlock Emissary
16 Corrupted Spider Queen & Corrupted Spiders
17 Corrupted Spiders
18 Corrupted Spiders
19 Corrupted Spiders & Genlock Emissary
1 Darkspawn Corpse
2 Fractured Stone
3 Chest (locked)
4 Warrior's Grave (codex)
5 Vase
6 Book (codex)
7 Broken Chest
8 Cocoon
A "A Mother's Hope"
X Trap

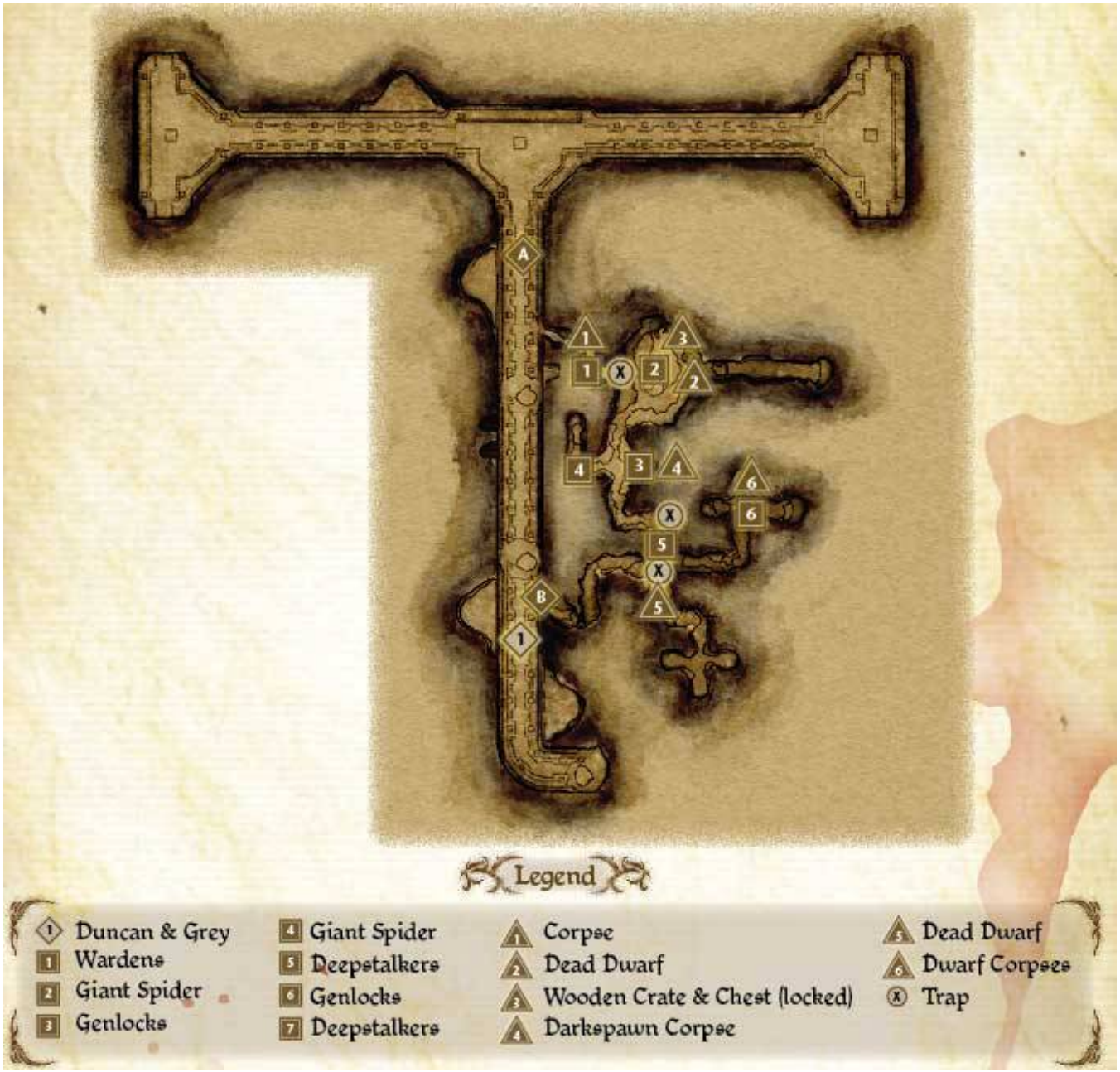
~ Orzammar Royal Palace ~



~ Orzammar Commons ~



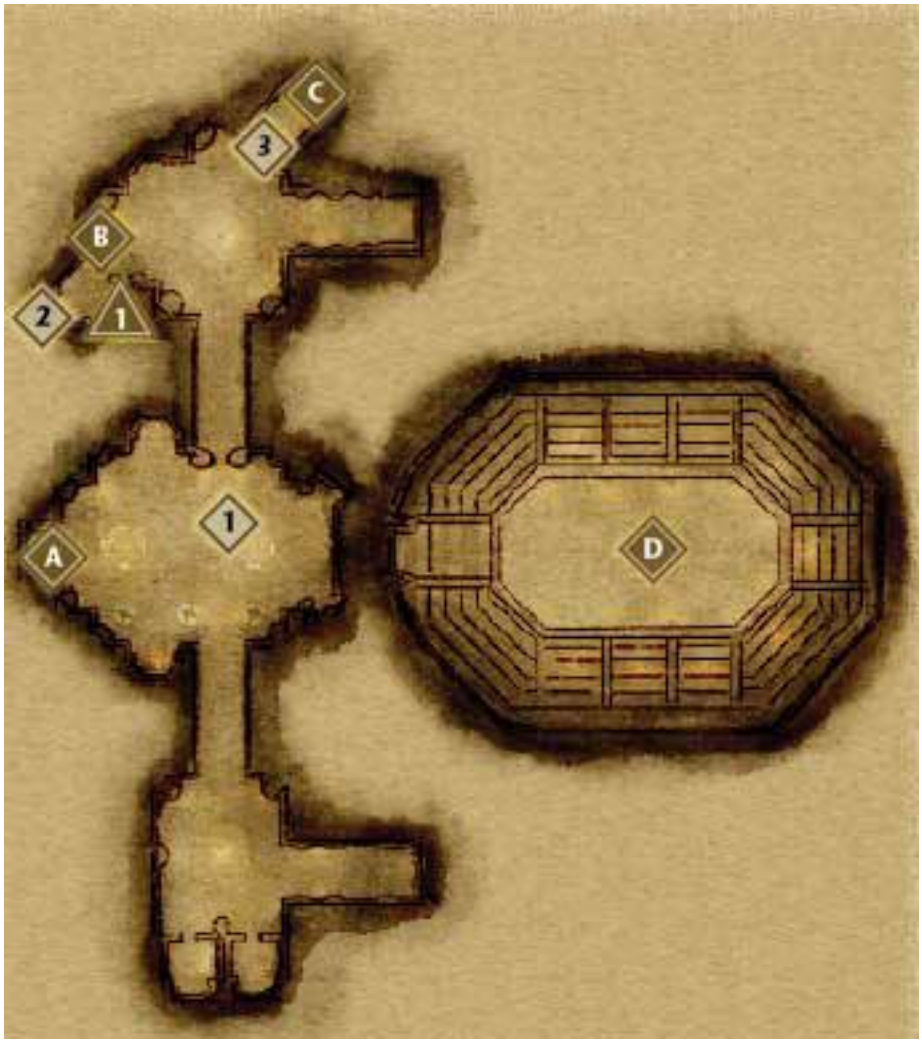
~ Outskirts ~


A
B
Legend
1 Duncan & Grey
1 Wardens
2 Giant Spider
3 Genlocks
4 Giant Spider
5 Deepstalkers
6 Genlocks
7 Deepstalkers
1 Corpse
2 Dead Dwarf
3 Wooden Crate & Chest (locked)
4 Darkspawn Corpse
5 Dead Dwarf
6 Dwarf Corpses
X Trap

~ Palace District ~

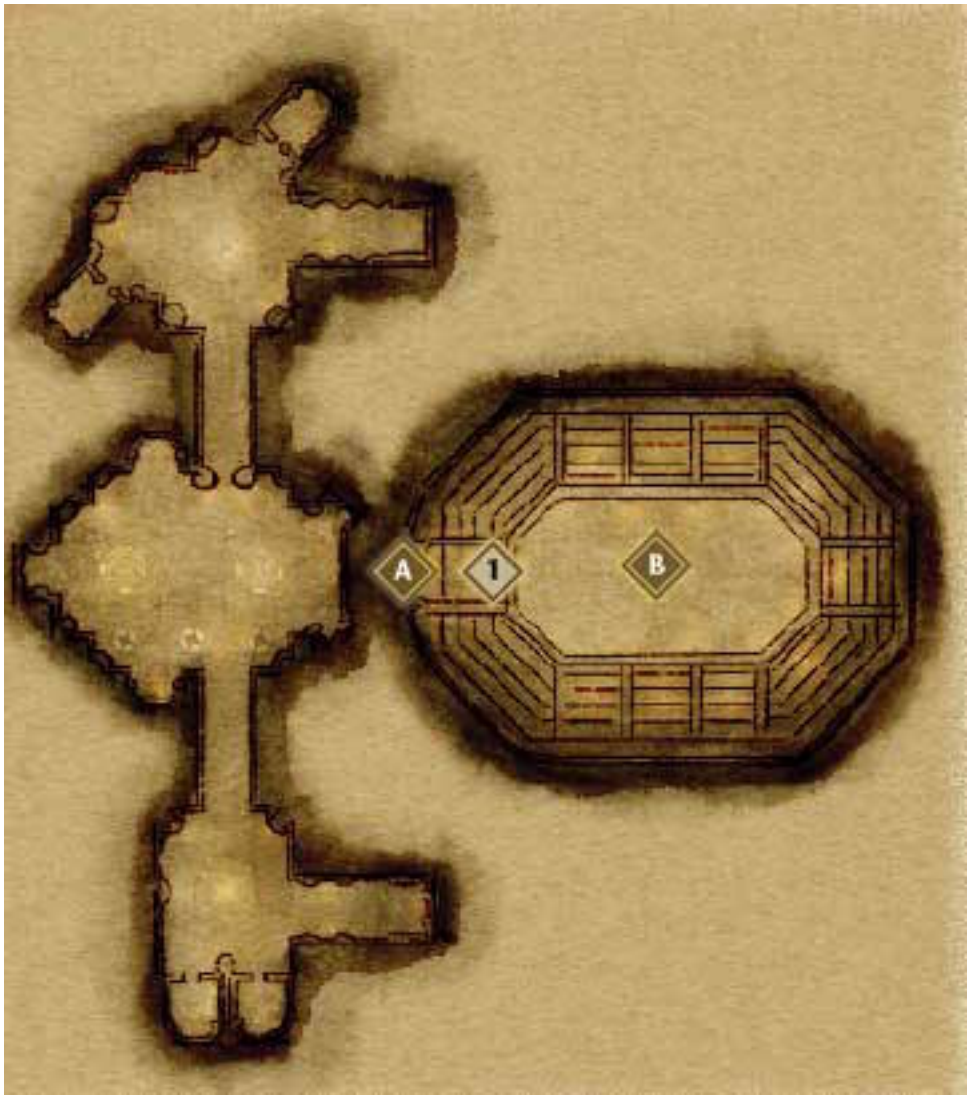


~ Proving Grounds ~





~ Proving Grounds ~

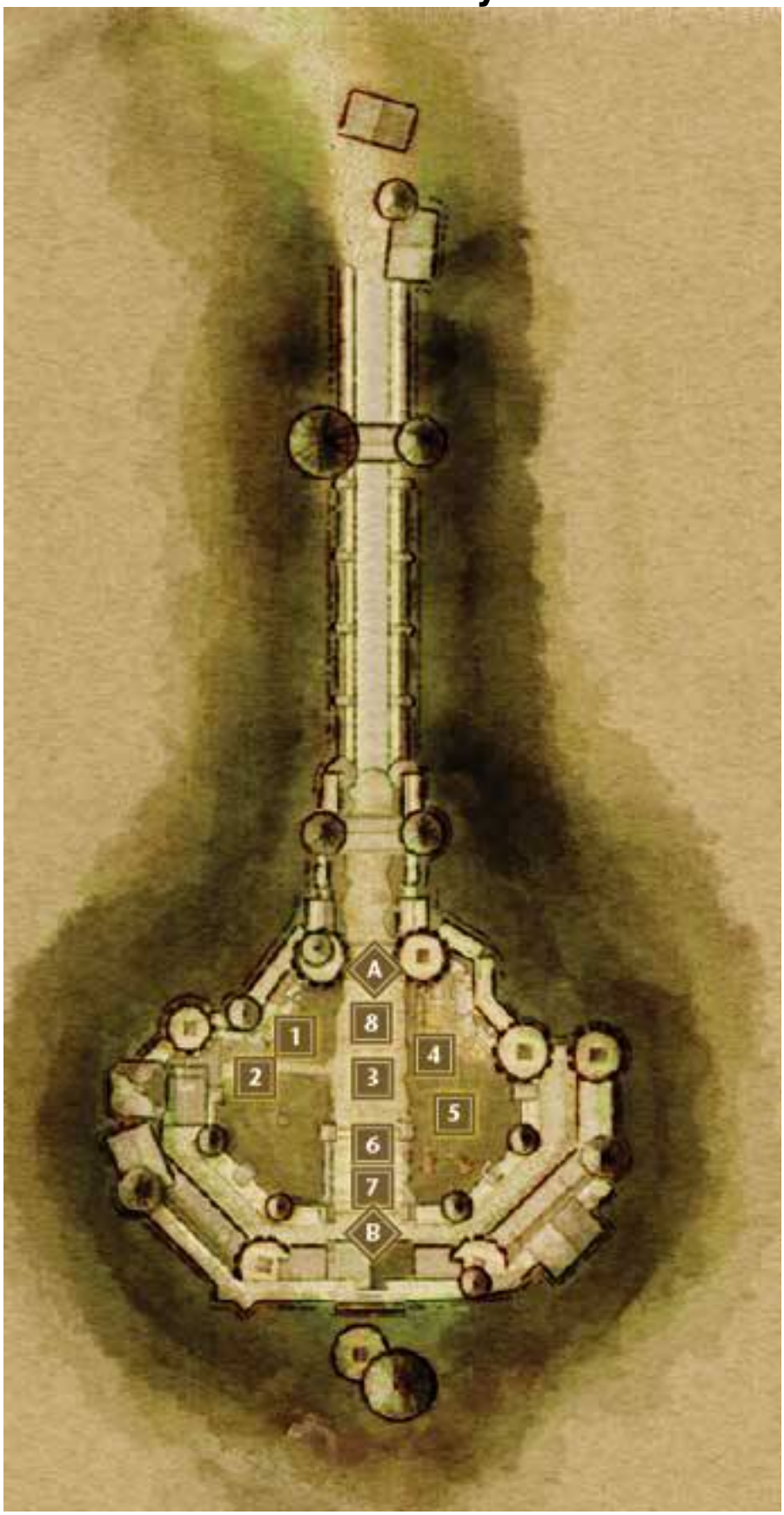




~ The Raw Fade ~

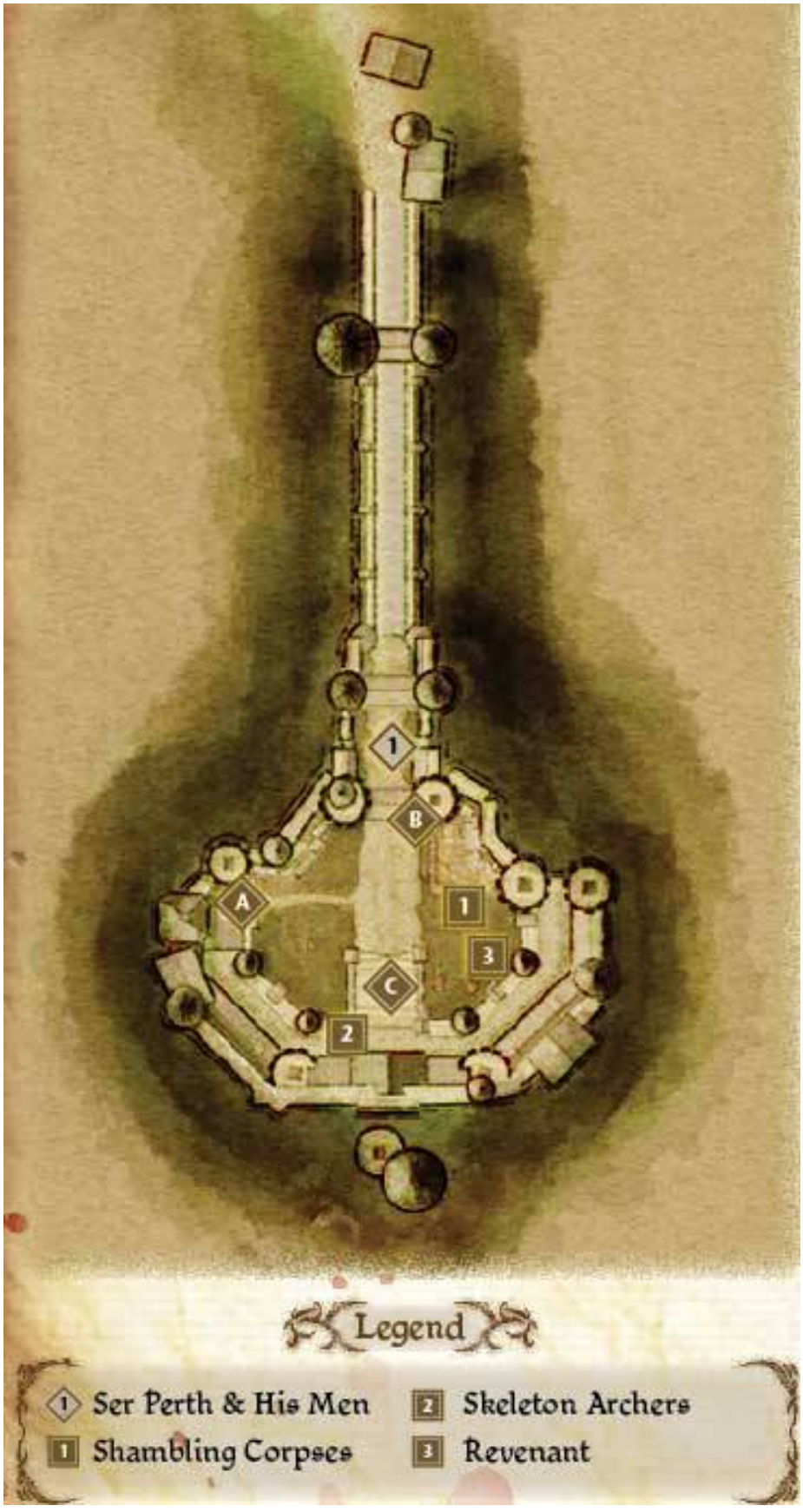

~ The Raw Fade ~
Spirit Door
Legend
1 Niall
2 Mouse
1 Rage Demon
2 Lesser Rage Demon
3 Lesser Demons
4 Yevena & Shades
1 Essence of Willpower
2 Essence of Dexterity
1 Spirit Door
2 Fade Pedestal
3 Fade Pedestal
4 Lyrium Vein
5 Mouse Hole (to Gray 6)
6 Mouse Hole (to Gray 5)
7 Fade Portal
8 Lyrium Vein
9 Fade Portal
10 Spirit Door
11 Lyrium Vein
12 Fade Portal

~ Redcliffe Castle Courtyard ~




Legend
1 Hurlock Grunts
2 Hurlock Emissary
3 Hurlock Grunts
4 Hurlock Grunts
5 Hurlock Emissary
6 Hurlock Grunts
7 Hurlock Alpha
8 Ogre Alpha (after other darkspawn die)

~ Redcliffe Castle (Courtyard) ~



~ Redcliffe Castle (First Floor) ~



~ Redcliffe Castle (Return to the First Floor) ~



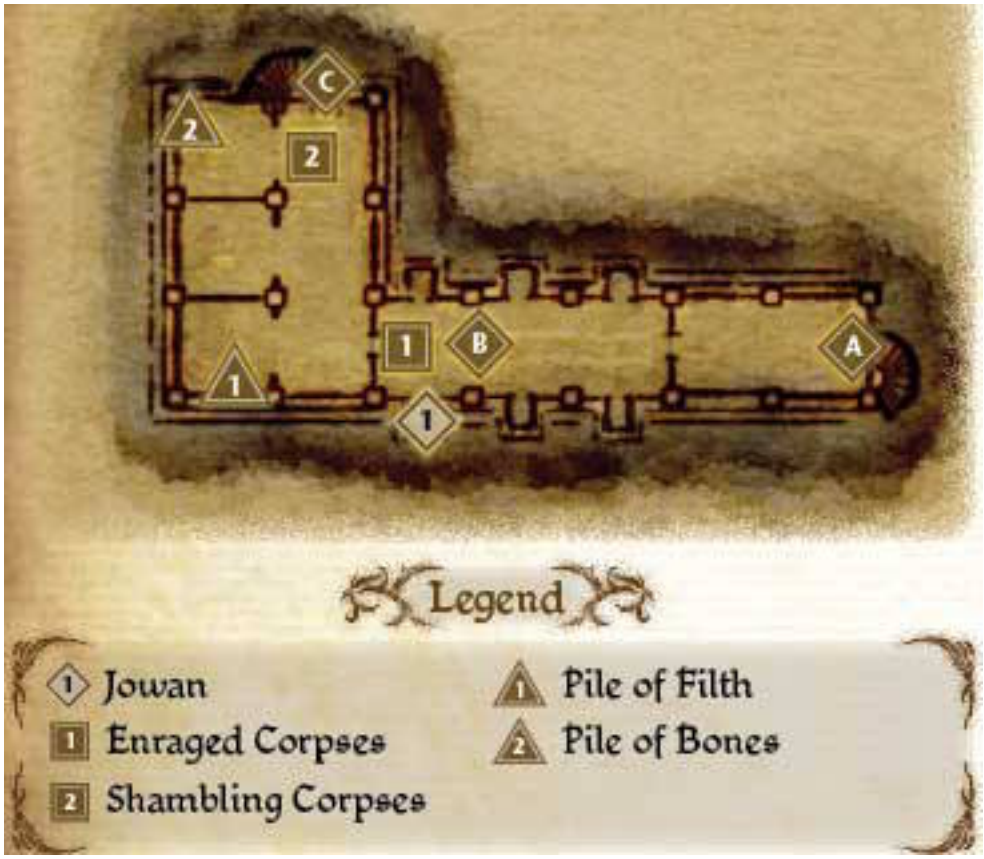
~ Redcliffe Castle (Second Floor) ~



~ Redcliffe Castle (The Fade) ~



~ Redcliffe Village (Basement) ~



~ Redcliffe Village (Night) ~



~ Redcliffe Village (Day) ~



~ Redcliffe Village (Chantry) ~



~ Redcliffe Village (Smithy) ~



~ Redcliffe Village (Destroyed) ~

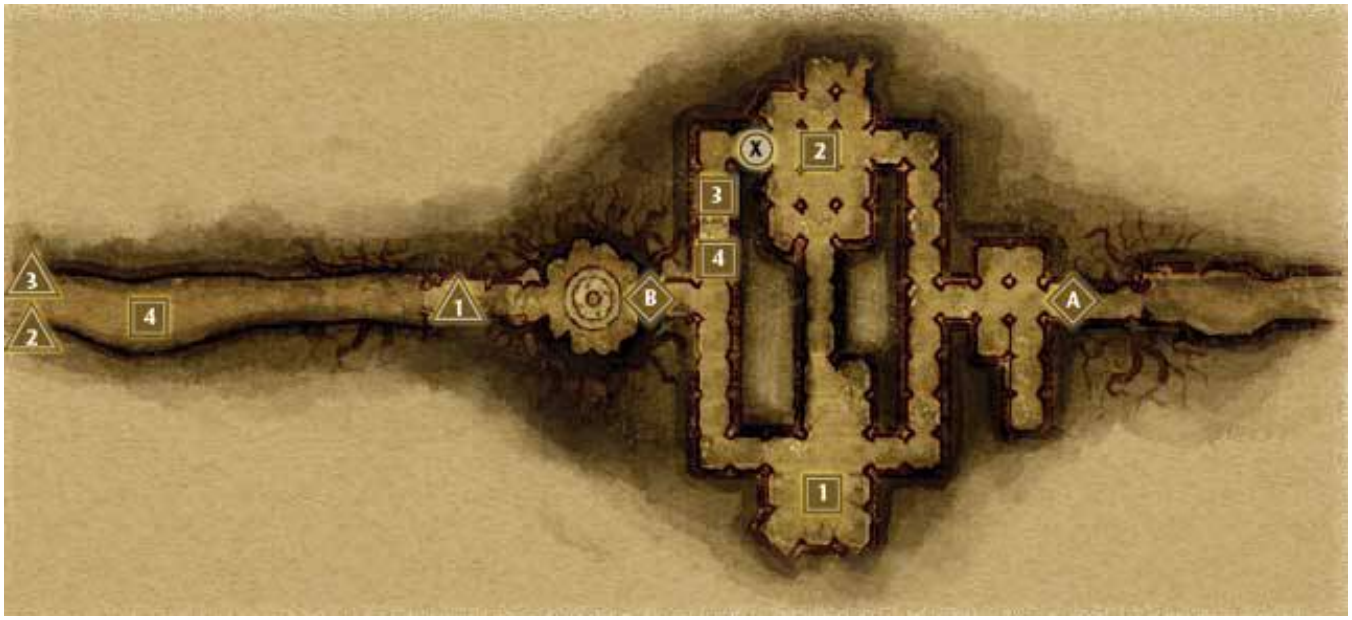


~ Return to Dalish Elf Camp (Dalish Elf Camp 2) ~





~ Return to the Elven Ruins (Elven Ruins 2) ~

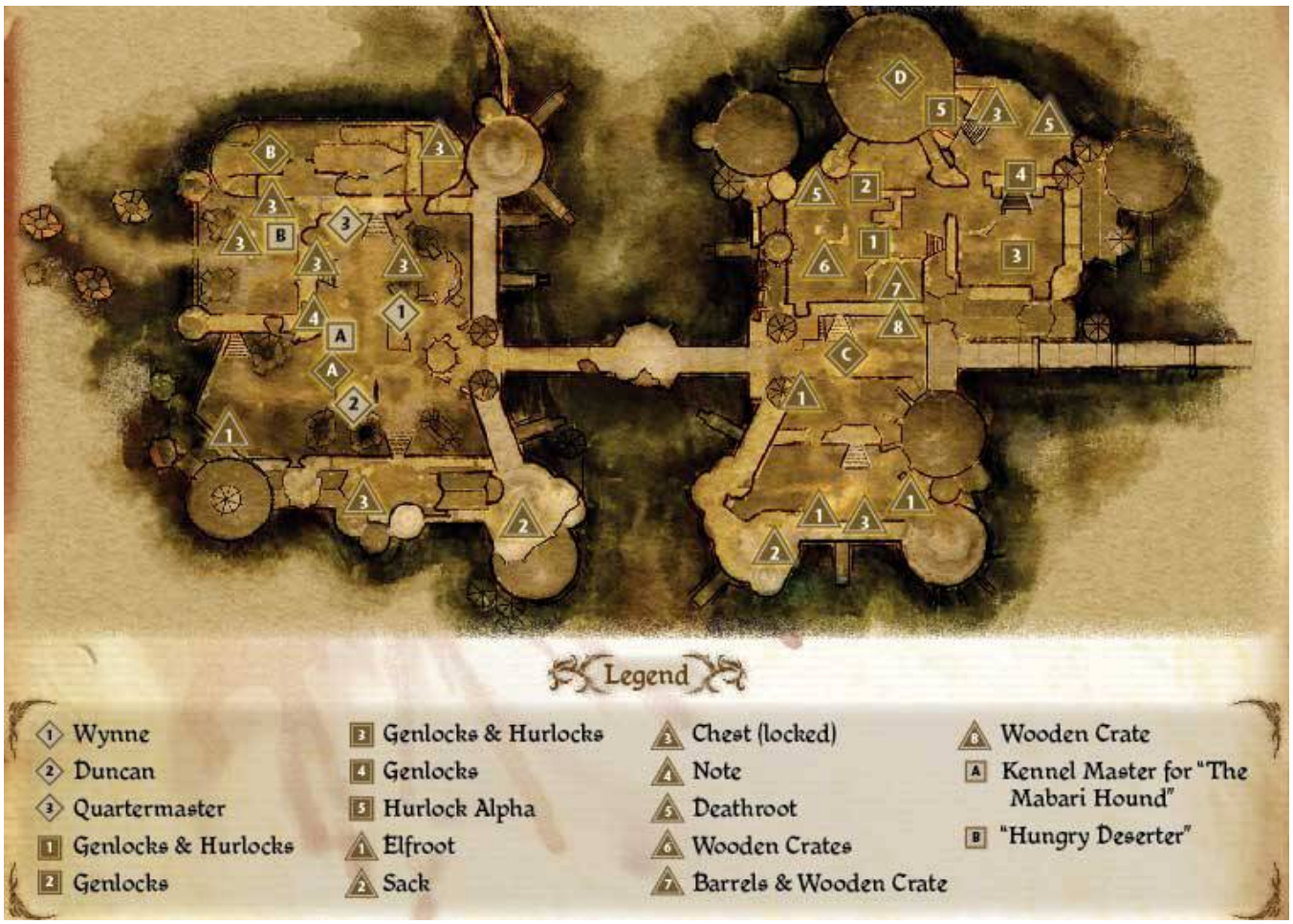




~ Return to the Forest Clearing (Forest Clearing 2) ~



~ Return to King's Camp (King's Camp 2) ~



~ Ruined Thaig ~



~ Ruined Temple ~





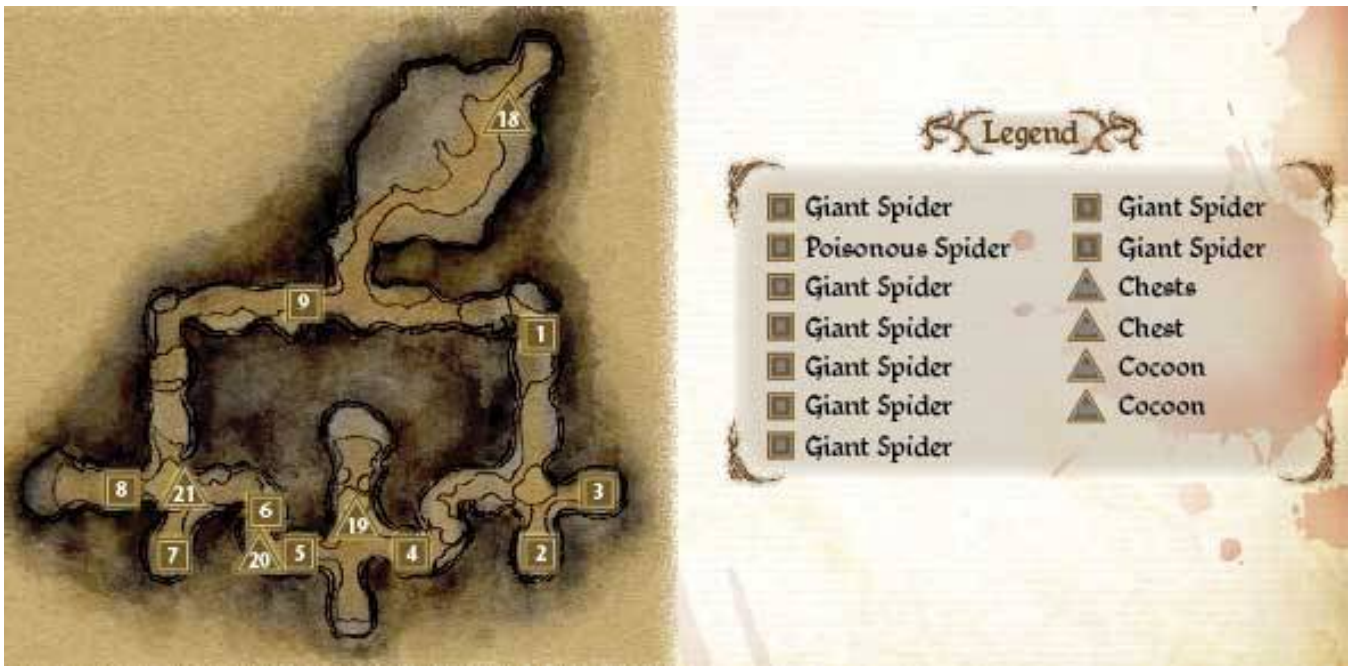
~ Second Floor ~


A
3
1
A
2
B
1
4
2
1
C
Legend
1 Sophia
1 Rage Demon & Dead Wardens
2 Shambling Skeletons
1 Vase
2 Chest
3 Chest (locked)
4 Raspberry Jam (codex)
A Asturian's Portrait for "Ancient History"

~ Soldier's Peak~



~ Spider Caves ~



~ Tapster's Tavern ~



~ Tower of Ishal (First Floor) ~



~ Tower of Ishal (Fourth Floor) ~



~ Tower of Ishal (Second Floor) ~



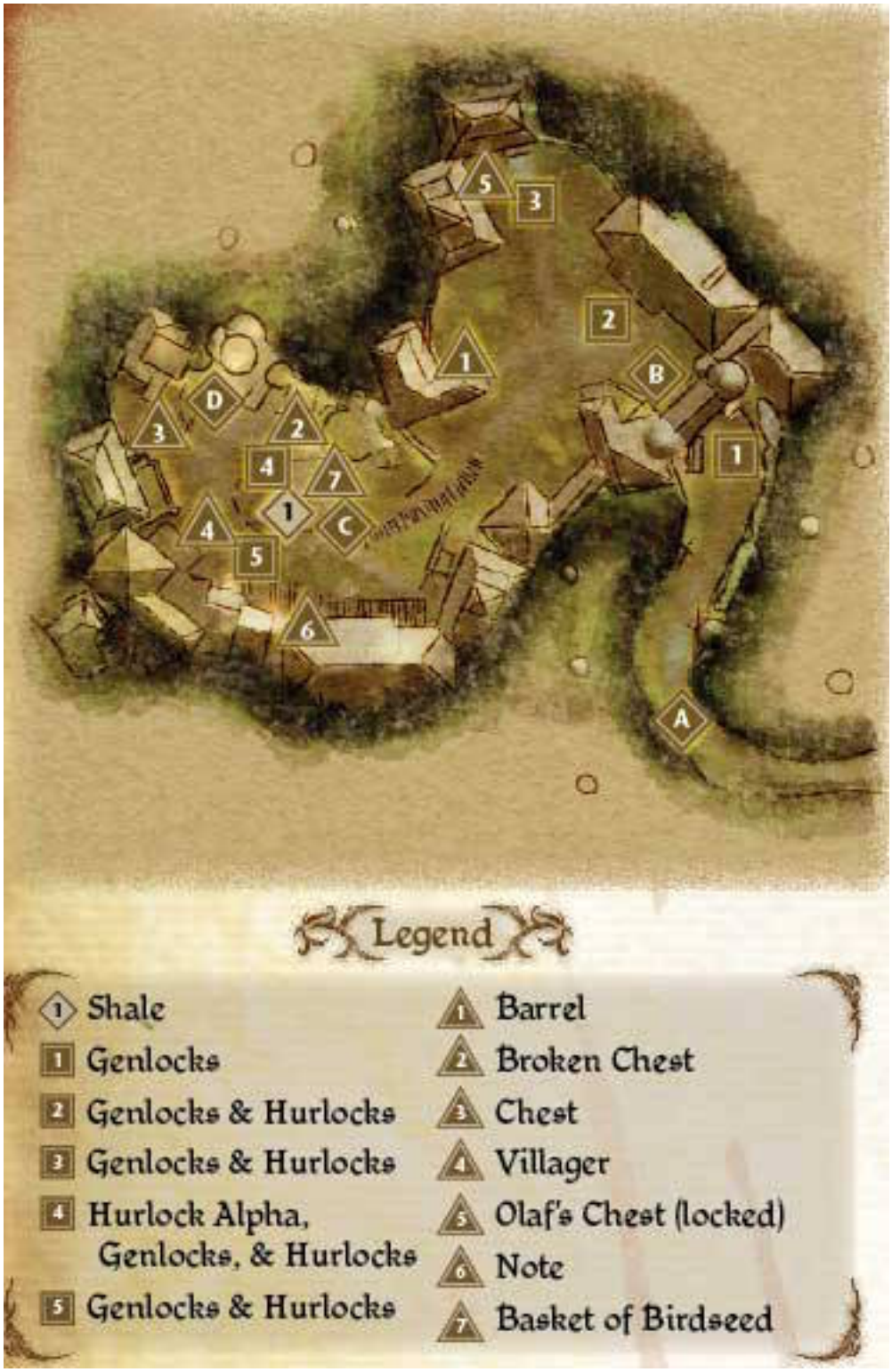
~ Tower of Ishal (Third Floor) ~



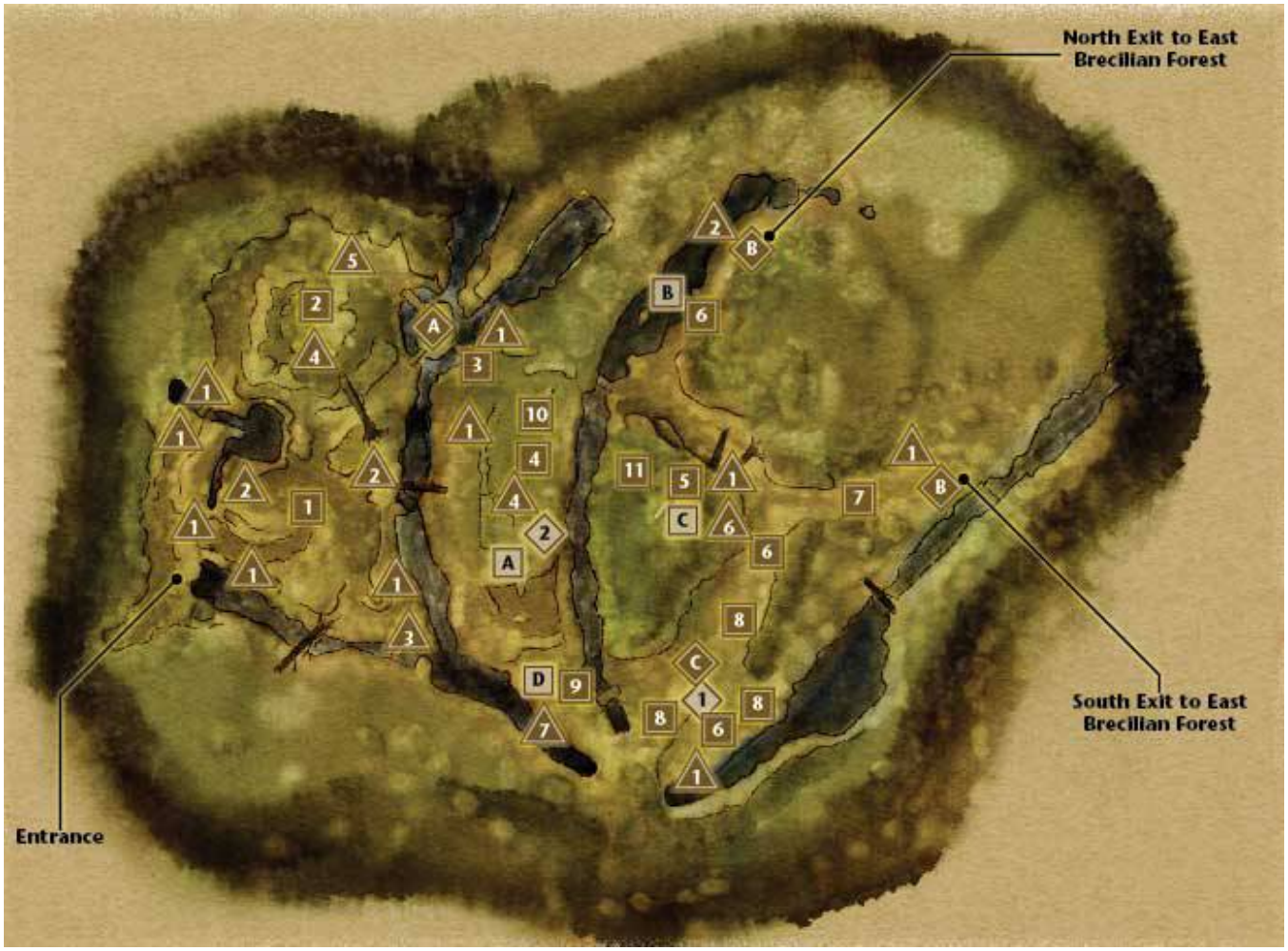
~ Village of Haven ~



~ Village of Honnlaeth ~



~ West Brecilian Forest ~





~ Wilhelm's Cellar ~



~ Wyrmling Lair ~



Dragon Age: Origins - Awakenings

Basics

Welcome to the world of Dragon Age: Origins - Awakening! Our job is to keep you alive and to maximize your playing experience, so with that in mind, we're going to run through the basics in this chapter. Master the essential concepts and ground rules first, then add layers of strategy and tactics to your favorite class and the world will be safe from darkspawn until the last Grey Warden takes his final breath.

Note

Stop! We know you're anxious to dive right into tips and hints on gameplay, but you should really read your game manual first. The manual provides a great introduction to the basics. Come back here when you understand the game controls, user interface, menu options, etc. We won't go anywhere.

Key Terms

Here are some of the key terms that the game and this guide will use while discussing various play styles and tactics. Familiarize yourself with these so you're up on the lingo.

AoE: "Area of Effect." A talent or spell that affects a radius, not just a single target. AoE spells and attacks damage multiple targets at once and can help greatly against large groups of enemies. Keep in mind that you may hit multiple targets, but you also may draw additional threat and possibly nullify existing effects on the targeted enemies.

Armor Stat: Reduces damage done to a character from physical attacks. A weapon's armor penetration score directly counteracts the opponent's armor rating.

Attack Stat: Increases the likelihood of successfully landing physical attacks.

Buff: A talent or spell that delivers a positive effect for a prolonged time.

Camp: To remain in one spot in order to kill a specific NPC or monster, or trigger a certain event.

Cold Resistance: Measures resistance or vulnerability to cold-based attacks against the character. Cold damage is reduced (if green) or increased (if red) by this percentage.

Constitution: Constitution represents health and resilience. Higher constitution directly increases the amount of damage a character can take before falling on the battlefield.

Crit: Short for "critical chance" or "critical strike chance."

Cunning: Cunning determines how well a character learns and reasons. Most skills, such as Survival or Combat Tactics, require a quick mind to master—and an observant eye can more easily find weaknesses in enemy armor. Rogues benefit most from this statistic, as many of their class talents and special attacks rely on subtlety or reading the target, not raw strength.

Damage Stat: The equipped weapon's potential damage against an unarmored opponent, adjusted for the speed of the weapon.

Debuff: A skill or ability that delivers a negative effect for a prolonged time.

Defense Stat: Increases the chance of dodging or parrying physical attacks.

Dexterity: Dexterity is the measure of agility, reflexes, and balance. Higher dexterity improves a character's chances to hit, makes the character more likely to dodge incoming blows, and contributes to the damage dealt by piercing weapons such as bows or crossbows. Archery and dual-weapon fighting styles demand high dexterity to master, making this attribute a favorite for rogues.

DLC: Abbreviation for "downloadable content."

DoT: "Damage over time." Talents or spells that deal initial damage and then additional damage every few seconds for a set amount of time.

DPS: "Damage per second." A stat that factors in the speed and power of a weapon to gauge its average damage every second. DPS is also used as a generic reference to damage and dealing damage.

DPSer: A character whose primary role in the group is to deal damage.

Electrical Resistance: Measures resistance or vulnerability to electricity-based attacks against the character. Electrical damage is reduced (if green) or increased (if red) by this percentage.

Fatigue: Wearing armor causes fatigue, which is a percentage increase of the basic mana or stamina cost to activate a spell or talent.

Follower: A companion who travels with you on your quests. There can only be four people in your party at one time: the main (player) character, and up to three followers. The rest stay back at party camp and level as you level.

Fire Resistance: Measures resistance or vulnerability to fire-based attacks against the character. Fire damage is reduced (if green) or increased (if red) by this percentage.

Health: How much damage a character can sustain without falling in battle. A character whose health is completely depleted may sustain an injury.

Injuries: When one of your party members has fallen in combat, he or she may sustain a serious injury. These injuries cause penalties that can be cured with an injury kit, certain high-level spells, or returning to party camp.

Loot: Another term for treasure or rewards.

Magic: In the general sense, it's energies beyond the material world. In a stat sense, magic is the measure of a character's natural affinity for the arcane. This attribute is crucial for mages, because it directly increases a character's spellpower score, which determines the potency of all spells. The magic attribute also determines how effective potions, poultices, and salves are for all classes.

Mana: Magical energy consumed when casting spells.

Mental Resistance: Measures the character's ability to resist mental effects such as a sleep spell.

Mob: An enemy or group of enemies.

Nature Resistance: Measures resistance or vulnerability to nature-based attacks against the character (such as poisoning). Nature damage is reduced (if green) or increased (if red) by this percentage.

NPC: "Non-player Character." Any character in the game not in your party.

Party: A group of characters who adventure together, limited to four. You can always return to party camp to recruit other followers.

PC: Abbreviation for "Player Character."

Physical Resistance: Measures the character's ability to resist physical effects such as being knocked down.

Pull: To draw an enemy toward you, usually to avoid engaging other enemies as well.

Root: To freeze an enemy in place with a special talent or spell.

Spawn Point: A spot where the game generates a mob.

Spirit Resistance: Measures resistance or vulnerability to spirit-based attacks against the character. Spirit damage is reduced (if green) or increased (if red) by this percentage.

Stamina: Physical energy consumed when using talents or skills.

Strength: Strength measures a character's physical prowess, and directly affects the damage a character deals in physical combat. It also contributes to the accuracy of melee attacks. High strength is essential for warriors, in particular if they wish to wield two-handed weapons, and is nearly as critical for rogues.

Tank: A character who draws threat well and holds a mob's attention. An "off-tank" is a secondary character who holds the attention of the second strongest mob. Warriors generally tank the best, especially with their "Weapon and Shield" talent tree.

Taunt: To enrage a mob so that it focuses its threat and attention on you.

Threat: Sometimes referred to as "aggro" or the "aggression" of a mob. The game ranks threat based on your actions, generally revolving around the amount of damage or healing you do. The more threat you generate, the greater the chance that a monster will attack you.

Willpower: Willpower represents a character's determination and mental fortitude. With high willpower, mages can cast more spells thanks to a deeper mana pool. For warriors and rogues, willpower grants more stamina for combat techniques and special attacks.

Wipe: A term for the death of everyone in the party.

XP: Stands for "experience points." Experience marks your progress as you level up in your class.

Experience and Leveling



Points are precious.

Everyone loves to level. The thrill of watching your warrior, mage, or rogue gain levels and earn new skills comes second only to slaying darkspawn in a heroic last stand. Your companions also gain experience (XP) at roughly the same rate that you do. Don't worry about the companions you leave back at Vigil's Keep; they progress at the same rate as the rest of your party. If you leave Anders home at level 8, travel around on a few adventures, and return at level 12, he won't still be stuck at level 8. He will most likely be level 12, or close to it.

Each class gains levels at the same rate and gains the same points to spend, although each class will spend those points very differently.

For every level you gain, you gain three attribute points and one talent point. Mages and warriors get one skill point every three levels, while rogues get a skill point every two levels. You gain specialization points at levels 7, 14, and 22. Points are precious, so spend them wisely.

Your Health



Get a healer.

Obviously, staying alive is your first priority whenever you're out adventuring. Those with high constitution scores will have more health, and thus take a lot more hits before perishing. Warriors generally want high health to stay on their feet, despite being the punching bags for enemies. Rogues may have high health, depending on how much they like to mix it up in combat. Mages usually concentrate on less-physical attributes and may be more fragile in the midst of swinging swords and smashing clubs.

Your best ally against loss of health is a healer. A simple Heal spell can do wonders, and Group Heal keeps everyone up in a fight. Health poultices serve the same purpose. Judge how much damage you've taken and use the appropriate level poultice: lesser if your health is still above 50 percent, regular if your health dips below 50 percent, and greater when you're knocking on death's door.

If you do drop in battle, you won't lose the game unless all your party members fall as well. In a fight where you fall, but your allies manage to win the day, you will climb back to your feet after the battle. Check this character for wounds. A persistent injury penalizes you according to the following chart:

Injuries

Injury Name	Penalty To
Bleeding	Health Regeneration
Broken Bone	Dexterity
Concussion	Magic
Coughing Blood	Fatigue
Cracked Skull	Cunning
Crushed Arm	Damage
Damaged Eye	Attack
Deafened	Defense
Gaping Wound	Maximum Health
Head Trauma	Willpower
Open Wound	Nature Resistance
Torn Jugular	Constitution
Wrenched Limb	Attack Speed

Races and Classes

During character creation, you will choose a race and class, unless you decide to transfer a character over from Dragon Age: Origins. Not only do race and class give different bonuses to different stats, but they may affect how certain characters in the game interact with you. Here are brief descriptions of the three races and classes.

Races



Race: Human

Human: The most numerous, yet the most divided of all the races. Only four times have they ever united under a single cause, the last being centuries ago. Religion and the Chantry play a

large part in human society. It distinguishes them culturally from elves and dwarves more than anything else. Humans can be warriors, rogues, or mages.



Race: Elf

Elf: Once enslaved by humans, most elves have all but lost their culture, scrounging an impoverished living in the slums of human cities. Only the nomadic Dalish tribes still cling to their traditions, living by the bow and the rule of their old gods as they roam the ancient forests, welcome nowhere else. Elves can be warriors, rogues, or mages.



Race: Dwarf

Dwarf: Rigidly bound by caste and tradition, the dwarves have been waging a losing war for generations, trying to protect the last stronghold of their once-vast underground empire from the darkspawn. Dwarves are very tough and have a high resistance to all forms of magic, thus preventing them from becoming mages. As such, dwarves can only be warriors or rogues.

Classes



Class: Warrior

Warrior: Warriors are powerful fighters, focusing on melee and ranged weapons to deal with their foes. They can withstand and deliver a great deal of punishment, and have a strong understanding of tactics and strategy.



Class: Mage

Mage: As dangerous as it is potent, magic is a curse for those lacking the will to wield it. Malevolent spirits that wish to enter the world of the living are drawn to mages like beacons, putting the mage and everyone nearby in constant danger. Because of this, mages lead lives of isolation, locked away from the world they threaten.



Class: Rogue

Rogue: Rogues are skilled adventurers who come from all walks of life. All rogues possess some skill in picking locks and spotting traps, making them valuable assets to any party. Tactically, they are not ideal front-line fighters, but if rogues can circle around behind their target, they can backstab to devastating effect.

Skills, Talents, and Specializations



Besides attributes, your skills, talents or spells, and specializations define who you are and how effective you'll be in combat. Each level you get more powerful as you add points in these areas. For more specifics on skills, talents, and specializations, see the Classes chapter.

Skills

All three classes share the same skill tree, which includes the following: Coercion, Stealing, Trap-Making, Survival, Herbalism, Poison-Making, Combat Training, Combat Tactics, Runecrafting, Vitality, and Clarity. Whether you want to focus on persuading others, detecting enemies, crafting health potions, or learning combat tricks, among other things, you gain skill points every three levels (or one every two levels if you're a rogue) to explore the skill tree. Because you can fill out only two to three skills, put some serious thought into which ones you want to master.

Talents and Spells

Talents are specific to warriors and rogues; mages learn spells. You can't take everything, so choose talents/spells that fit into your play style. For example, a warrior can dual-wield weapons, fight with weapon and shield, rely on a two-handed weapon, or strike at range with bow and arrows. All talents don't complement each other; choose a path and stick with it to unlock the better talents/spells at higher levels.

Talents require stamina, while spells cost mana. Keeping some sustained talents or spells active ties up a certain amount of stamina/mana, which could prevent a character from using

other abilities when starting a new encounter. Keep an eye on your stamina/mana levels before and during combat.

Specializations

You unlock your first specialization at level 7, your second at level 14, and your third at level 22. Specializations give an array of attribute bonuses and open up unique talent chains. They are very powerful abilities in the right situation. Specializations for a warrior include Berserker, Templar, Champion, Reaver, Spirit Warrior, and Guardian. Mage specializations include Spirit Healer, Shapeshifter, Arcane Warrior, Blood Mage, Keeper, and Battlemage. Rogue specializations are Ranger, Bard, Duelist, Assassin, Legionnaire Scout, and Shadow.

Items



Gear can be just as important as your abilities. The proper items can vault you from normal soldier to tweaked-out death-dealer. Make sure items go to the appropriate party member, depending on his or her role. Equip a warrior focusing in the Weapon and Shield talent train with the best set of armor, while the warrior focused in Archery takes the next best set.

Combat



Parties work the best when you know the strengths, and limitations, of each class and plan your battle strategies accordingly. Each class falls into one of these general categories: tank (warrior), DPS (rogue, mage, warrior), and healer (mage). As the name implies, a tank's job is to draw fire and take as much damage as possible to protect everyone else. This job is executed right at the front lines of a battle and generally never shifts from that location. Tanks have talents that force enemies to attack them for a short time and high damage potential to keep the threat on them instead of their companions. Warriors make the best tanks.

The second category, DPS (or damage), is divided into two subcategories: ranged and melee. Ranged DPS characters do lots of damage, and as a result, generate large amounts of threat and will die very quickly when their ranged advantage is lost and there's no tank protection nearby. Ideally a ranged DPS character should stay in the back of a battle and let the tanks and melee DPS protect them. On the other hand, a melee DPS character is usually more durable and can try to let the tanks take the hits while they kill off enemies directly. Rogues make great DPS characters, as do mages focusing on damage and area-effect spells. Though you generally need one warrior to be a tank, a warrior studying the art of two-handed weapons can deal major DPS.

The third category, the healer, is a key support role in any group. Your job as a healer is to keep everyone alive. For a healer to be successful, they need to stay as far away from the enemies as possible and avoid getting hit. A healer who can do this, while keeping his fellow companions healthy, is one of the most effective members of a group. Just watch your mana

and always keep lyrium potions available in case you need to gain extra mana for a crucial healing spell. Mages concentrating on Creation magic prove to be strong healers.

Mobs



Mobs are the monsters and people you fight to complete quests and gain experience. There are two types of mobs: normal and ranked. Normal mobs have a white name above their heads. One of your party members is generally more than a match for a normal monster. Ranked creatures have different colored names. Opponents with yellow names are more challenging and aggressive than average. Orange names represent extremely powerful enemies capable of threatening a full party of adventurers by themselves.

Threat



Threat is a score used to determine who an enemy will attack. Simply put, the more threat you generate toward a target, the greater chance it will attack you, and continue to attack you even after others join in. Threat is commonly generated by damage, so the more DPS you deliver, the greater the chance you'll attract attention. Luckily, there are some threat-reduction talents in the game that allow you to shed the threat temporarily (or possibly completely if you don't jump back into the fight).

Tanks are the ones most concerned with threat. They generate the most threat with special talents (sometimes known as "taunts") that automatically attract an enemy's attention and lock it on the tank. It's generally good form to allow your tank to build up threat by leaving him alone for the first few seconds of the combat as he launches a few damaging attacks. If you have an off-tank, he should be ready to grab threat on any target that breaks free of the main tank or any extra monsters that show up unannounced.

When monsters in Awakening perceive a character, they evaluate a base level of threat. That base level is influenced by the class of armor the character is wearing at the moment of perception. Robes generate extremely low levels of threat, while massive armors generate the most. Outfit your party accordingly. You can control the initial flow of threat by distributing gear based on each companion's role. An off-tank, for example, can avoid catching most of the damage by wearing heavy or medium armor, while the main tank wears massive.

Tip: Some specific creatures target casters. Rogues and shrieks are the key monsters with this behavior, and they may beeline for a healer at the start of a fight.

A DPS specialist has a relatively simple task: Don't out-damage the tank so much that you gain threat. It might take some practice in the group, but you'll eventually learn how many talents

you can launch, and how frequently, to maximize your damage without surpassing the tank's ability to hold threat. The biggest mistake to avoid as a DPSer is to start attacking too soon in the fight; allow the tank a few seconds to build up threat before you dive in.

Tactics



All characters have tactic slots that can be programmed with automatic behavior based on a certain set of circumstances. You may want to slot an action that says to use a health poultice if your health drops below 50 percent, or an action that dictates you defend the healer whenever they are attacked by an enemy. You can always pause combat and manually choose your characters' action; however, at some point in every fight, your characters will act on their own, and tactics allow them to function effectively based on the skill sets of their fellow party members. For more on tactics, see the "Tactics" section of the Party chapter.

The Map



Of course, you can't really get anywhere unless you understand the map. The map will be used for so many things, but the most useful aspect is to view plot helpers. Unless the option is turned off on the Options menu, plot helper arrows display on the map at various key quest points, especially where you have to go for the next leg of your journey. On the map, a yellow dot represents a party member, and a yellow dot with a circle around it represents the PC. A blue dot signifies an ally, and a red dot equals an enemy. Plot givers show up as white exclamation points, and key locations display as white Xs. A vendor or store looks like a house, and map exit points appear as white-rimmed black circles.

The Codex



The codex is the parchment icon on your Journal screen and is the repository of important knowledge uncovered in the game. It falls into 10 categories: creatures, items, magic and religion, culture and history, characters, books and songs, notes, spell combinations, control, and quest-related. As you unlock a codex entry, a scroll appears in the appropriate category and you can read volumes on the various topics. Check it regularly for information, especially if you need a clue to a puzzling mystery on your current quest.

Character Generation

Unlike Dragon Age: Origins where you started from scratch with barely a talent under your belt, Awakening presents you with two main options to vault your PC up to level 18: create a new character or import an existing character over from Dragon Age: Origins.

Create a New Character



When you choose to create a new character, you get many of the same options that you had if you created a character for Dragon Age: Origins. You can choose a race and class (your starting origin story is Grey Wardens only), plus the various face and voice customization options. Remember, though, you're on the fast track to level 18. You get to choose two of your class's original specializations (such as Assassin and Bard for rogue), and you're given 62 points to spend on attributes. See the appropriate class chapter for how you should spend your attribute points. As tempting as it may sound to drop them all in your primary stat, you may regret that decision when you begin to falter in other areas of the game with frail secondary attribute scores.

After attributes, you get to purchase skills and talents/spells up to level 18. Plan how you want to spend all your important talent/spell points before you spend a single one. Does your warrior want to concentrate in the Weapon and Shield tree, or load up on Two-Handed talents? Should your mage spend a full eight points on specializations, thus reducing how many mainline spells he takes? See the appropriate class chapter for suggestions on how to spend your talent/spell points.

Before you begin the game at Vigil's Keep, each new character is given a decent set of starting gear, an inventory of helpful poultices and potions, and 55 sovereigns.

Note: Depending on how long and hard you played through Dragon Age: Origins, experienced characters may have better gear and more gold than newly created characters. As a general rule of thumb, if your PC is armed to the gills with high-end gear, holds a full inventory of cool loot, or has more than 55 sovereigns socked away, it's probably best to import your old character, even if you aren't the nostalgic sort.

Importing a Character



If you played through Dragon Age: Origins, even if you didn't finish the game, you can import a character. Any level character can be imported. Lower level characters will be boosted up to level 18. If you import a character higher than level 18, your imported character maintains its previous level.

You keep your attribute scores, and are awarded extra points to spend to reach level 18. All talents/spells remain the same, as do skills, and you buy new ones if you need to catch up to level 18. As with a new character, see the appropriate class chapter for hints on how best to spend your points for higher level characters.

You also get to keep your equipment. This can be a significant advantage if you stacked your previous character with nifty loot. If you want to ensure that your character has access to the same equipment, you must import your character at the game's start.

Tip: Stock up on crafting ingredients, advanced runes, and anything else you might think useful to carry over into Awakening, then save your Origins game. Only your main PC's equipment and the general inventory port over to Awakening, so load up. Anything on your Origins companions will be lost.

The Classes

Grey Wardens come from all backgrounds in life, hone many skills, and walk the path of adventure as one of the three classes: warrior, mage, or rogue. As a warrior, you brave the heart of the enemy vanguard with solid steel in hand and sturdy shield to guard your side. You

punish foes with great two-handed weapons or a spray of arrow volleys. A mage draws mana from the Fade and bombards enemies with freezing blasts or blistering infernos. Their command of ranged attacks and unparalleled healing powers triumphs on the battlefield. Hiding in the shadows, a rogue slays the unwary from behind and detects dungeon traps with a discerning eye. His thieving hands collect more coin than a covetous merchant. The possibilities are nearly endless no matter which class you choose.

Leveling



Leveling

Each level you gain three attribute points and one talent point. Attribute points can be spent on raising your core stats, while talent points can purchase new talents (for warriors and rogues) or new spells (for mages). Mages and warriors get one skill point every three levels, while rogues get a skill point every two levels. You gain specialization points at levels 7, 14, and 22. Using this information, spend your points wisely. Don't be caught with a level 18 warrior who has only the first couple of abilities in many chains. His contribution to the party will be limited, and you don't get a second chance at spending these points unless you purchase a special Manual of Focus, which allows you to re-spec your character.

Tip: A useful trick is to re-spec your character after level 24 using the Manual of Focus. This allows you access to a far greater number of high-level abilities than at previous levels. Using this trick also grants you access to both of the new specializations, which can make for a devastating character.

Character Level	XP required to gain a level	Total current XP at the start of this level
1	2,000	0
2	2,500	2,001
3	3,000	4,501
4	3,500	7,501
5	4,000	11,001
6	4,500	15,001
7	5,000	19,501
8	5,500	24,501
9	6,000	30,001
10	6,500	36,001
11	7,000	42,501
12	7,500	49,501
13	8,000	57,001
14	8,500	65,001
15	9,000	73,501
16	9,500	82,501
17	10,000	92,001
18	10,500	102,001
19	11,000	112,501
20	11,500	123,501
21	12,000	135,001
22	12,500	147,001
23	13,000	159,501
24	13,500	172,501
25	14,500	186,001
26	15,000	200,501
27	15,500	215,501
28	16,000	231,001
29	16,500	247,001
30	17,000	263,501
31	17,500	280,501
32	18,000	298,001
33	18,500	316,001
34	19,000	334,501
35	Max	353,501

Note: It is possible to reach level 35 in Awakening, but it's a challenging feat to accomplish. You must complete almost everything in both Origins and Awakening to attain that level.

Skills



Skills

All characters have the same set of skills from which to choose (not to be confused with talents/spells, which are unique for each class). Skills range from Coercion, which influences how well you can change NPCs' points of view, to Combat Tactics, which gives you more options in battles, to Runecrafting, which enables you to create runes to power up certain magic weapons and armor. For the most part, your cunning score and level affect how far you can advance in a skill. Raise your cunning to 16 to access all of Coercion, Stealing, Survival, and Combat Tactics. Gaining level 10 opens up all of Trap-Making, Herbalism, and Poison-Making. Combat Training has no restrictions on it. Reach level 20 to begin acquiring the new Awakening skills: Runecrafting, Vitality, and Clarity.

When you purchase a skill for the first time, you start at its basic effect, and with each upgrade your ability grows and more options open up. For example, a basic herbalist can create lesser potions, while an improved herbalist can craft normal lyrium and health potions, and so on up the ladder to expert and master Herbalism. Only one skill point is available every three levels (or every two if you're a rogue), so make your skill choices count. At most you will max out two to three skills during the game, or you may master one skill and dabble in others. To aid in choosing the best skills for you, here are some pointers.

Note: For a list of all crafting items, ingredients, and recipes, see the "Crafting" section of the Items chapter.

Coercion

You can access more game areas and information, bargain for better rewards or terms, and talk your way out of many difficult situations with this skill. While all classes can intimidate effectively (given a high Coercion skill and some fearsome party members), warriors can use their strength score (instead of cunning) to gain a bit of an edge in their intimidations. For convincing companions to follow your lead without serious approval drops, you will likely gain the most use out of this skill. When in doubt, put your points into Coercion.

Stealing

You are quick enough to pilfer small items from others, whether friendly or hostile, as long as they aren't too alert. Of course, you may have to pay the price if someone catches you in the act.

Trap-Making

Learning how to make traps and lures seems like a good rogue talent, but this can be very useful for mages as well. If you're not all that strong in melee range, use traps and lures to draw in enemies and deal some preliminary damage while you cast a barrage of spells from afar. Even a warrior can throw a trap around once in a while to root extra enemies.

Survival

The more you advance this skill, the better chance you have to detect creatures on your mini-map before they surprise you. This skill can save you from more than a few ambushes. In addition, you get a bonus to nature resistance, which protects against poison attacks of all sorts as well as spells such as Stonefist, Walking Bomb, and Virulent Walking Bomb.

Herbalism

Gain the ability to make your own potions, poultices, and salves with this skill. These are invaluable items, and you'll always want at least five in any difficult fight. Regardless of class, all parties should have at least one person proficient in Herbalism.

Poison-Making

The ability to create poison works best for rogues, or warriors who want a boost to damage. You need at least one point in Poison-Making to use poisons and bombs. If you already have a character crafting health and mana potions, it never hurts to increase your offensive potential as well, even with just one level in this skill.

Combat Training

The more points you spend here, the better your warrior or rogue performs in combat. It's essential for any melee-based character. Warriors and rogues gain access to new weapon talents, stamina regeneration, attack bonuses, and armor upgrades. Mages can take more damage before it interrupts spellcasting.

Combat Tactics

Spending points in this skill gives you more tactics slots for your character. If you make all the decisions yourself, it's not that important; if you allow the characters to act on their own in combat, it's a big deal to get more tactics slots to better customize your combat strategies.

Runecrafting

This skill enables you to create your own runes for weapons and armor. It's expensive to craft potent runes, because you must create two runes of a lesser level and then destroy them in the process of creating the higher-level rune. Despite this, the power to customize your weapons and armor with extra abilities is worth having in any party.

Vitality

Bulk up your health with this skill. Each level increases your health gain, which should prove a necessity for warriors or any other characters frequently taking blows in the heart of combat. At higher experience levels, if you don't have any other skills you want to take for a character, think about Vitality to maximize defense.

Clarity

Improve your stamina/mana pool with this skill. Each level increases your stamina or mana gain, which works for just about any character, especially mages and DPSers who constantly rely on heavy stamina talents. At higher experience levels, if you don't have any other skills you want to take for a character, think about Clarity to increase how many spells or talents you can use in a fight.

NPC Crafters

Not every skill has to come from you or your party; some NPCs around the world can craft items for you. You might not have the hands of a blacksmith, for example, but if you bring special items to Herren and Wade in the Vigil's Keep courtyard, they will craft you a superior weapon, piece of armor, bow, or shield, depending on the original materials. Look for help wherever you go.

Note: See the Side Quests and Random Encounters chapters for details on side quests that lead to special items.

Choosing Skills

You should choose skills that appeal to your play style, and vary it from character to character. A rogue may enjoy Stealing, while Herbalism is a natural fit for a mage because it benefits from a high magic score. That doesn't mean a rogue shouldn't learn Herbalism or a mage learn Stealing. Always have fun with your choices, and remember that between the four characters in your party, you can play with most, if not all, of the game's skills.

However, some skills influence the game directly more than others. Coercion is the most important. It can give you options in dialogue to avoid fights or open up new areas of play that you might not have received without the art of persuasion. Survival points out enemies on the

mini-map, which helps you set up your party for fights and avoid deadly ambushes. Herbalism creates super-useful health poultices and lyrium potions. Unless you want to spend tons of coin on these essential accessories, invest in Herbalism to make your own at a fraction of the price. Runecrafting works similar to Herbalism, only with creating runes and with a higher price associated with the crafting materials. Without a doubt, Combat Training is vital to warriors and rogues who want access to top-tier weapon talents.

Warrior Combat Skills

A warrior primarily concerned about combat and dialogue options with eight points to spend on skills might lean toward this configuration to start with:

Combat Training +4

Coercion +4

Survival +1

Mage Healing and Coercion Skills

A mage primarily concerned about dialogue options and healing and with eight points to spend on skills might lean toward this configuration at the outset:

Coercion +4

Combat Training +1

Herbalism +3

Rogue Combat Skills

A rogue primarily concerned about combat and Poison-Making with 11 points to spend on skills might lean toward this configuration when starting out:

Combat Training +4

Poison-Making +3

Stealing +1

Coercion +3



Choose wisely

The biggest choice of your early career comes next: Do you play a warrior, mage, or rogue? All experiences are rewarding, but each is unique in the origin story you play through, the talents/spells you gain, and your ability to affect combat and influence the storyline. Which type of Grey Warden will you be?

The Warrior



The Warrior

You are sword and shield, retribution and resilience, the cornerstone of a party's defenses. A warrior charges into the heat of battle to engage the enemy first, simultaneously damaging foes while protecting fellow party members from harm. When danger surrounds you, a warrior heeds the call to battle despite cut, gash, or threat of an early grave. Without a warrior, the party cannot survive long against sterner threats.

To deal with darkspawn and other deadly perils, the warrior has access to better weapons and armor than the mage or the rogue. You may be fortunate enough to find these fine weapons and pieces of armor in shops, or you may discover them as loot hidden in dungeon treasure chests; regardless, the warrior has the best selection of combat goods. The warrior uses them well in battle too. Whether in hand-to-hand melee or at longer bow range, the enemy cannot escape the warrior's severe punishment. Swords slice through mail, while arrows plunge into flesh.

As part of their natural training and skill sets, warriors have a strong understanding of battle tactics and strategy. You will have a wide array of talents to deal massive combat damage to single targets and groups of foes. A warrior's talents are broken down by how you plan to use your weapons. If you plan to use gear in both hands, a warrior can pursue Dual Weapons or Weapon and Shield. Alternately, the warrior can concentrate on larger Two-Handed Weapons to savage an opponent, or learn the ways of Archery to harass enemies at range. Some of the warrior's general talents increase health and stamina, reduce armor penalties, draw hostilities away from allies, grant damage bonuses, improve critical hit percentages, and make you the meanest combatant on the battlefield.

Warrior specializations crank up your battle effectiveness. As a Berserker, a warrior's rage fuels his strikes, adding damage to the blows at the expense of other qualities such as stamina. A Templar, on the other hand, hunts enemy mages and beats them down with mana drains and more damage. A Champion inspires those around him with party-influencing abilities. A Reaver revels in the dark side as he sucks life back into himself from the pain of others. A Spirit Warrior attunes himself to the Fade, gaining magic resistance, increased spirit damage, and bonuses to movement and attack speeds. Finally, a Guardian is all about protecting the party by tossing up group buffs or conjuring a field that pulls enemies back toward the warrior.



The Warrior

If you like to jump straight into battle and be the first to draw blood, the warrior class is for you. Superb weapons and armor are at your disposal, and melee damage comes as naturally to you as forging to a blacksmith. You will be the toughest party member, and you may have to save those less armored than yourself from time to time, but it's all part of the responsibility of the hero with the biggest muscles.

Strengths and Weaknesses



Strength and Weakness

The strength of a warrior is in his arms and armor. A warrior can deal major damage to adversaries, especially in melee where he can land pounding blows and critical strikes with excellent hand-to-hand weapons. Return blows from enemies will either glance off a warrior's superior armor or the warrior's defenses will limit the extent of the damage. The warrior's natural bonuses aid in the cause too. His +4 strength bonus augments your most important attribute, and a +3 bonus to constitution raises health and makes you that much more difficult to kill.

Advantages

Stat Bonuses to Strength, Dexterity, and Constitution

Top Weapons, Best Armor

Superior Melee Damage

High Survivability

Enhanced Combat Talents and Tactics



Strength and Weakness

The warrior may be a wrecking ball in combat, but he does have limitations. Most importantly, a warrior needs to close on his target to be at his best. Where a mage can hurl spells from the back, or a rogue can hide and surprise with a backstab, most warriors must get close to his enemy at some point to do maximum damage. It's possible to deal some damage with a good ranged weapon, but the majority of warrior talents trigger off hand-to-hand combat. While you close on the enemy, it's likely you'll take some ranged damage and may take heaps of damage from magic attacks, which warriors will be vulnerable to early on. Your armor may reduce damage, but the damage will come, and most warriors do not have healing to regain health. Stock up on healing potions and stay near your party healer in case your health suddenly drops.

Disadvantages

Limited Healing

Must Close on Enemies to Be Most Effective

Generally Weak Against Magic Attacks

If you like a brash, in-your-face play style and really love to hack and slash monsters, the warrior's advantages far outweigh his disadvantages. Nothing beats a 10-on-1 battle where the warrior walks away with just a scratch and the enemies...well, they just don't walk away at all.

Attributes



Attributes

Strength increases your damage and affects your accuracy with melee attacks, making it the warrior's number-one attribute. As you might expect, it's reflected in the warrior class bonus with a +4 strength. Many talents will require high strength scores, and more powerful weapons and armor require a higher strength stat. When you level up, you may consider spending two points on strength for every one point you spend somewhere else, especially early in your warrior career to unlock talents quicker (you may even decide to put all three points per level in strength to unlock talents earlier).

Next, a warrior should stock up on constitution, particularly if you plan to specialize as a Guardian. You can always use more health, which constitution directly increases, and constitution also boosts resilience to keep you fighting on the battlefield longer. The warrior's starting bonus of +3 constitution gives you a good jump, and you should consider throwing points to constitution if you don't have any other attribute you want to improve immediately.

Warrior Attribute Bonuses

+4 Strength

+3 Dexterity

+3 Constitution

Dexterity can do a lot for a warrior. It affects your chance to hit, increases your chance to dodge enemy blows, and augments damage from piercing weapons. Archery and dual weapon-specced warriors should load up on dexterity, even forgoing strength early if you need to unlock certain ranged or dual-weapon talents. The warrior's +3 dexterity bonus pushes you to above-average dexterity from the start, and you should continue spending points if you plan on a healthy balance of offense and defense.

Tip: Gear bonuses can amplify your attribute's strengths or offset any shortcomings. A ring, for example, that bulks up constitution could provide some extra health without costing any precious attribute points.

At first glance, you might dismiss willpower as a stat for mages. But read the fine print. Willpower increases stamina, so if your warrior loves to perform daring maneuvers that drain a lot of stamina (and who doesn't) you'll have to throw points to this attribute once in a while. At lower levels, you won't have the extra points to boost willpower, but when you hit the teens, start looking to expand your stamina pool.

Magic shouldn't be a priority at all; however, it does increase the effect of potions and salves, and because most warriors rely on potions to buff health in a fight, magic is not entirely useless.

Cunning can be neglected, unless you plan to be an inexorable master of Coercion. However, if you're not overly concerned with playing the role of the nice guy, your alternative to Coercion is being able to intimidate those same NPCs, made possible by your superior score.

If maximizing your warrior stats appeals to you, choose a dwarf or human. A dwarven warrior gives you a starting 15 strength, 14 dexterity, and 15 constitution. For a more well-rounded approach, try the human warrior with 15 strength, 14 dexterity, and 13 constitution (with a couple of points spread to magic and cunning). The elven warrior isn't as solid out of the gates as his natural race bonus applies to willpower and magic, so an elf's main warrior attributes aren't as high at the start.

Warrior Starting Attributes

Attribute	Human	Elf	Dwarf
Strength	15	14	15
Dexterity	14	13	14
Willpower	10	12	10
Magic	11	12	10
Cunning	11	10	10
Constitution	13	13	15

When entering Awakening with a new character, you begin with 62 points to add to your attributes. If you want a powerful and damaging warrior, apply the majority of points to strength. If you want a more defensive juggernaut, spread out your points between strength, dexterity, and constitution. In most cases, though, it's probably best to stick with the standard warrior advice—strength first, then constitution, with dexterity for dual weapons and a little willpower for extra stamina.

Skills



Skills

All warriors need to pick up the Combat Training skill as soon as they can. Combat Training opens up the higher tier weapon talents, which you can't live without. Spend your first skill points here to max it out. Other skills can be helpful, such as Trap-Making if you want to add a little AoE damage to your repertoire; however, they aren't essential like Combat Training.

Note: Beyond your starting skills, you're likely to obtain 8 skill points when you start a new character. Pick your two or three favorite skills and stick with them. If you spread your points too thin, you'll end up doing a bunch of things—but not well.

After you finish off your Combat Training, think about Coercion. It's an incredibly useful skill in dialogue; it gives you story options that you won't get access to otherwise. Cunning opens up the Coercion skills, and more cunning will increase your Persuade skill, but in most situations you can use your Intimidate skill in lieu of Persuade. Intimidate works off your strength stat, which fits perfectly with a warrior.

Warrior Skill Recommendations

Assuming you spend 8 skill points at the start, here's a good spread to consider. Note that many other combinations could work better for you, so experiment!

Combat Training +4

Coercion +4

Survival +1

Survival can be a good skill to have because the more you advance it, the better chance you have to detect creatures on your mini-map before they surprise you. You can save yourself from more than a few ambushes with this skill. Don't forget about the bonus to nature resistance too.

If you aren't directly playing your warrior companions (see the Companions chapter for more details) and want one of them to run around on their own, Combat Tactics might be a good investment too. The more tactic slots you open, the more you can shape how your companions behave in battle. Inevitably, even if you plan on controlling your warrior during fights, there will be moments when you don't program your warrior's every move (or something more important is going on) and tactics come into play. One or two points should be good, or max it out if you want the character to go on autopilot.

Talents



Talents

Warriors will shine in combat, amid talons scraping at flesh and blood spurting in faces. Like the other classes, the warrior offers more than a single way to play. You can choose the tank role, focusing on defense and holding your team together, or the melee DPS role, concentrating on pounding out as much damage as your two hands can manage. If you want to affect combat from the perimeter, the ranged fighter can be a gem; he may not have the same firepower as a mage, but a warrior archer has many tools and the tough skin to back them up.

Note: It's possible to have three warrior companions in the game: Justice, Mhairi, and the returning Oghren. Develop each differently to have access to a wider arsenal.

All warriors should familiarize themselves with the cooldown component of each talent. The worst situation is to have plenty of stamina and no available talents to use. Branch out into different chains to avoid the cooldown problem. For example, if you develop the Weapon and Shield school primarily for defense, having a talent or two in Two-Handed can help with extra damage and keeping your options open.

Your talents drain stamina from your pool. Watch how much stamina you're using in a fight and act accordingly. If you run short without a healer's Restoration spell to replenish you, it could cost your party a victory. Gauge what you have to do to help the team. There's little sense running off a series of moves that drains three quarters of your stamina on the first opponent when there are three more to go.

Warrior Weapon Sets



Warrior Weapon Sets

Take advantage of your warrior's second set of weapons. Gear your first equipment set for your primary focus, and your secondary set as backup. For example, arm yourself with an excellent two-handed weapon if your focus is in the Two-Handed school, and a crossbow in the second set for a little ranged damage. If you want to broaden your fighting style, pair your main style with one other style. Use a few Archery talents paired with any of the other schools and you have a well-prepared warrior ready for ranged and melee combat. Use Dual Weapons with Weapon and Shield when you want to shift focus from defending and attacking to

becoming a whirlwind of attacks. Use Two-Handed with Dual Weapons when you want to go from that whirlwind of attacks to being able to take on giant foes.

Remember, though, as you level up, you'll gain access to specializations, so you'll want to spend points in those talent chains too. Usually by level 18, you'd have enough talent points to max out your Warrior talent school, all but one weapon-type talent chain, and all but one in a specialization talent chain. Also remember that the secondary set of weapons (and accompanying talents for them) are meant to be a backup, so avoid splitting your talent points evenly between both styles or you'll be decent at both but excel at neither.

Warrior School



Warrior School

You have three choices: one for basic defense, one for basic offense, and a new chain with a little bit of everything. The chain that starts with Powerful leans toward defense (though both chains give you offensive and defensive options). Powerful adds extra health and reduces fatigue, which means all of your abilities cost less. Even if you don't want to spec in the Warrior school at all, think about spending an extra point in Powerful because it's a great early ability. The sustained ability Threaten is a must for tanks who get into the thick of things and need to keep threat on themselves. Bravery is all-around good, with its bonuses to damage, resistances, and critical hit chance. Death Blow restores stamina for each foe a warrior fells in battle.

The Precise Striking chain centers around increasing your attacking skills. You sacrifice attack speed with Precise Striking, but you gain a bonus to your attack chance and critical hit chance.

Taunt works as another excellent threat-magnet for tanks who want to suck in everything around them. It can also work with an off-tank to help them control enemies when they need to play the tank role. Disengage reduces threat and allows the warrior to shed enemies when the pressure gets too great; this is another excellent ability for off-tanks who only want to hold a foe for a little while. Perfect Striking gains you a massive attack bonus for a short time.

The new Second Wind chain starts off with a fantastic talent that refills your stamina pool to full upon activation. Peon's Plight hits the enemy hard: lesser foes die outright, elites take a double critical hit, and even bosses take a critical hit. Grievous Insult is like a super Taunt: it draws all enemies immediately toward the warrior. For Massacre, the warriors spins in an arc of death, killing lesser foes, dealing a critical hit to elite enemies and normal damage to bosses.

Dual Weapon School



Dual Weapon School

For those warriors who prefer dexterity, Dual Weapons gives you more offense without relying on strength. You deal damage with two weapons simultaneously; alas, the drawback is that your defense suffers. The focus of your passive abilities is on your second hand: you want to deal as close to normal damage as possible and score close to the same number of critical hits as your main hand.

You gain a bonus to attack and defense with Dual-Weapon Finesse. Dual-Weapon Expert gives a bonus to critical chance and lets you cause bleeding lacerations on your opponent, inflicting damage over time. You may wield full-sized weapons in your off-hand while reducing the stamina cost of all dual weapon talents with Dual-Weapon Mastery.

Increase your attack damage with Dual Striking in the second chain. Score a two-hit combo with a possibility of stunning your opponent and scoring a critical hit with Riposte. Cripple gives you a chance to score a critical hit and inflict your opponent with penalties to movement speed, attack, and defense. Punisher is a three-hit combo that can score a critical hit, knock an opponent down, and cause penalties to movement and attack speed.

Dual-Weapon Sweep deals significant damage with each sweep. Flurry is a three-hit combo, while Momentum increases your attack speed with every hit. Whirlwind is a flurry of constant attacks: the signature of a Dual Weapon expert.

This talent chain can also be a deadly combination with the Warrior talent school. Draw enemies in and knock them down, stun them, cause damage over time, and inflict penalties to movement speed, attack, and defense. Powerful and Bravery give you bonuses to attack, defense, and resistances while Death Blow restores stamina with each kill, making you a whirlwind of death...if you don't get hammered by arrows or spells from opponents.

The new Twin Strikes chain scores two automatic critical hits on a target. Find Vitals increases melee critical chance by 10 and critical damage by 20. Low Blow combos with Twin Strikes and leaves opponents unable to move for a short duration. Unending Flurry acts just as you would expect it to: repeated attacks strike the target over and over until you miss or run out of mana.

Archery School



Archery School

Another school for warriors who build up dexterity, Archery gives ample special effects for a ranged combat enthusiast. Melee Archer lets you fire while being attacked (eliminating some of the pain of being an archer). Master Archer gives you bonuses to activated abilities and eliminates the penalty to attack speed when wearing heavy armor. Aim reduces attack speed but gives bonuses to attack, damage, armor penetration, and critical chance. Defensive Fire gives you a boost to defense but slows your attack speed.

In the second chain, Pinning Shot is a necessity because it impales the victim's leg and either pins it in place or slows its movement speed. Crippling Shot deals normal damage to an enemy and gives it penalties to attack and defense, and Critical Shot delivers maximum damage upon impact. The deadly Arrow of Slaying usually scores a critical hit, often dropping weakened enemies.

Rapid Shot increases attack speed, but you lose the ability to score critical hits. Shattering Shot deals normal damage and opens up an enemy's armor. If a warrior finds open armor, its wearer will be in sore shape. Suppressing Fire is like Rapid Shot, but its foes now take penalties to their attack rating. Scattershot stuns a foe and then shatters, dealing damage to other enemies around it.

When you have room to breathe, Pinning Shot and Crippling Shot turn enemies into sitting ducks for mage attacks, deadly rogues, or more of your carefully aimed arrows. Shattering Shot is excellent against heavily armed foes. Rapid Shot, Suppressing Fire, and Scattershot hack away at the collective hit points of enemy ranks.

Tip: A good combo against a heavily armed foe is Shattering Shot, Crippling Shot, Aim/Rapid Shot, and Arrow of Slaying. Mix in another Shattering Shot if the first armor penalty runs out.

Don't think an archer just scores a hit or two before having to engage an opponent in melee. You can kill a couple enemies in a few hits while pinning others in place and continuing to fire while other attackers swarm you. This turns you into a deadly sniper that enemies need to deal with or suffer the consequences. If the enemy swarms you, switch to Defensive Fire while you have the passive ability Melee Archer. You can fire off arrows while being attacked and still have decent defense.

The new Accuracy chain gives bonuses to your attack and damage scores, as well as ranged critical chance. Arrow Time slows down enemies around the archer, while the phenomenal Burst Shot scores an automatic triple critical hit against a single target and then shatters to deal AoE damage to all other targets around it. Rain of Arrows blankets an area with damage, harming foes and friends alike in the large radius.

Weapon and Shield School



Weapon and Shield School

Your standard warrior tank usually dips into the Weapon and Shield school a lot. In the offensive chain, Shield Bash deals normal damage and has a chance to knock an enemy down. Shield Pummel is a two-hit combo that can stun an enemy. Overpower is a three-hit shield combo that might deal a critical hit with the third strike. Assault is a four-hit combo that diminishes in power with each strike. Use any of these with Shield Defense, Shield Wall, or Shield Cover to get in some good, solid hits while bolstering your defenses. Use any of these with Threaten or Taunt in the Warrior talent school to pull enemies in and knock them back on their collective back sides.

Shield Wall or Shield Defense used with Taunt or Threaten from the Warrior talent school makes a great combination because you lure enemies in and beef up your defenses while resisting knockdown effects and shrugging off missiles. The Shield Block passive ability eliminates your enemies' flanking advantage on your shield side, while the Shield Tactics passive ability eliminates your enemies' flanking advantage altogether. This comes in very handy because hordes of enemies swarm your characters in many battles. When they flank you, they score bonuses to attacks and critical hits. Shield Cover and Shield Defense help you shrug off missile attacks. This is very useful, for example, when hurlocks are swarming you while genlock archers are slamming you with arrows.

The many passive abilities in this talent chain give bonuses to the sustained and activated abilities, so they get stronger the more you progress in Weapon and Shield training. Now, if only there were 300 more of these guys in your army at the end of the game...

The new Juggernaut chain allows a tank to run through enemies and knock them aside, which aids in reaching surrounded allies and generally knocking enemies about. Carapace protects the warrior by reducing damage based off the warrior's constitution score; the fourth talent in the chain, Bulwark of the Ages, improves Carapace and makes the tank completely invulnerable for the first half of the Carapace effect. Air of Insolence radiates continuous energy that draws enemies toward the warrior.

Two-Handed School



Two-Handed School

In this talent school, you get to deal massive damage, but you're slower moving and you don't have as much in the way of defense. The Stunning Blows passive ability adds a chance to stun your target each time you strike. Shattering Blows gives you attack bonuses against golems and other heavily armored foes. Destroyer means that every attack you deal has a chance to sunder an opponent's armor. Two-Handed Strength reduces your attack and defense penalty in Powerful Swings.

Indomitable gives you a bonus to attack while making you immune to stun or knockdown effects. If you're in a swarm of larger enemies, use Indomitable to protect against getting stunned or knocked down, but careful with this because it uses a nice chunk of your stamina. The Powerful Swings sustained ability gives you a nice bonus to damage but reduces your attack and defense.

Pommel Strike knocks an opponent to the ground. Critical Strike is a massive hit that scores a critical hit and sometimes kills a foe outright. Sunder Arms targets an enemy's weapon, giving

a penalty to attack, while Sunder Armor targets the armor, giving a penalty to armor and dealing normal damage to the unlucky victim. Mighty Blow can deal a critical hit and reduce the opponent's movement, and Two-Handed Sweep hits enemies in a wide arc, dealing normal damage and knocking them down.

The new Sweeping Strike chain begins with a talent that knocks a group of enemies to the ground (if they fail a physical resistance check), critically hits the primary target and distributes normal damage to the rest. The sustained talent Two-Handed Impact sends out shockwaves that deal damage to other enemies around your primary target. Onslaught advances the warrior several steps, sweeping the weapon in huge arcs that deal damage to multiple foes. Reaving Storm sends the warrior on a furious assault against multiple foes as he or she slashes continuously at all surrounding enemies.

Tip: Try Sunder Arms, Sunder Armor, normal attack, Mighty Blow, and Critical Strike. For some foes, you might not even need Mighty Blow.

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Warrior School									
Chain 1	Powerful	Strength 10	Through training and hard work, the warrior has gained greater health and reduced the fatigue penalty for wearing armor.	0	0	0	No	0	0
	Threaten	Strength 14, Level 4	The warrior adopts a challenging posture that increases enemy hostility with each melee attack, drawing them away from other allies while this mode is active.	0	35	2	No	15	0

	Bravery	Strength 20, Level 8	The warrior's unwavering courage grants bonuses to damage, physical resistance, and mental resistance, as well as a bonus to critical chance that increases proportionally to the number of enemies above two that the warrior is engaging.	0	0	0	No	0	0
	Death Blow	Strength 25, Level 12	Each time the warrior fells an enemy, the end of the battle seems closer at hand, restoring a portion of the warrior's stamina.	0	0	0	No	0	0

Chain 2	Precise Striking	Dexterity 10	The warrior tries to make each attack count, sacrificing attack speed for a bonus to attack as well as an increased chance to score critical hits for as long as this mode is active.	0	40	5	No	15	0
	Taunt	Strength 14, Level 4	A mocking bellow catches the attention of nearby foes, increasing their hostility toward the warrior. Frightening Appearance increases the effect.	40	0	0	No	20	10
	Disengage	Dexterity 18, Level 8	A relaxed position makes the warrior seem less threatening, reducing the hostility of nearby enemies, who may seek other targets instead.	10	0	0	No	10	10

	Perfect Striking	Strength 22, Level 12	The warrior focuses on precision, gaining a massive attack bonus for a moderate time.	60	0	0	No	30	0
Chain 3	Second Wind	Level 20, Strength 34	Long years of training grant access to deep reserves of vigor, instantly restoring nearly all of the warrior's stamina.	0	0	0	No	120	0
	Peon's Plight	Level 22, Strength 41	The warrior lashes out with a powerful blow intended to eliminate the weakest opposition. A successful attack automatically kills a target of normal or lesser rank, inflicts a double critical hit against an elite target, or inflicts a regular critical hit against a boss.	60	0	0	No	45	0

	Grievous Insult	Level 25, Strength 45	A vile epithet attracts the ire of all enemies nearby, drawing them away from their current targets and toward the warrior.	80	0	0	No	60	10
	Massacre	Level 27, Strength 54	The warrior spins in an arc of death, automatically killing nearby enemies of lower or lesser rank and scoring a critical hit against any elite target, but inflicting normal damage against a boss.	100	0	0	No	60	7.5

Dual Weapon School

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Dual Weapon School									

Chain 1	Dual Striking	Dexterity 12	When in this mode, the character strikes with both weapons simultaneously. Attacks cause more damage, but the character cannot inflict regular critical hits or backstabs.	0	50	5	No	10	0
	Riposte	Dexterity 16	The character strikes at a target once, dealing normal damage, as well as stunning the opponent unless it passes a physical resistance check. The character then strikes with the other weapon, generating a critical hit if the target was stunned.	40	0	0	No	20	0

Cripple	Dexterity 22	The character strikes low at a target, gaining a momentary attack bonus and hitting critically if the attack connects, while crippling the target with penalties to movement speed, attack, and defense unless it passes a physical resistance check.	35	0	0	No	30	0
Punisher	Dexterity 28	The character makes three blows against a target, dealing normal damage for the first two strikes and generating a critical hit for the final blow, if it connects. The target may also suffer penalties to attack and defense, or be knocked to the ground.	50	0	0	No	40	0

Chain 2	Dual-Weapon Sweep	Dexterity 12	The character sweeps both weapons in a broad forward arc, striking nearby enemies with one or both weapons and inflicting significantly more damage than normal.	20	0	0	No	15	2
	Flurry	Dexterity 18	The character lashes out with a flurry of three blows, dealing normal combat damage with each hit.	40	0	0	No	20	0
	Momentum	Dexterity 24	The character has learned to carry one attack through to the next, increasing attack speed substantially. This mode consumes stamina quickly, however.	0	60	5	No	30	0

	Whirlwind	Dexterity 30	The character flies into a whirling dance of death, striking out at surrounding enemies with both weapons. Each hit deals normal combat damage.	40	0	0	No	40	2
Chain 3	Dual-Weapon Training	Dexterity 12	The character has become more proficient fighting with two weapons, and now deals closer to normal damage bonus with the off-hand weapon.	0	0	0	No	0	0
	Dual-Weapon Finesse	Dexterity 16	The character is extremely skilled at wielding a weapon in each hand, gaining bonuses to attack and defense.	0	0	0	No	0	0

	Dual-Weapon Expert	Dexterity 26	The character has significant experience with two-weapon fighting, gaining a bonus to critical chance, as well as a possibility with each hit to inflict bleeding lacerations that continue to damage a target for a time.	0	0	0	No	0	0
	Dual-Weapon Mastery	Dexterity 36	Only a chosen few truly master the complicated art of fighting with two weapons. The character is now among that elite company, able to wield full-sized weapons in both hands. Stamina costs for all dual-weapon talents are also reduced.	0	0	0	No	0	0

Chain 4	Twin Strikes	Level 20, Dexterity 34	Two devastating strikes in rapid succession each inflict an automatic critical hit. Find Vitals adds additional damage to each hit. If the target is affected by Low Blow, it cannot move for a short time.	50	0	0	No	30	0
	Find Vitals	Dexterity 40	The character is a force of nature when wielding two weapons, gaining permanent bonuses to melee critical chance and critical damage. Twin Strikes now inflicts additional bleeding damage (melee critical chance +10, critical damage +20).	Passive	0	0	No	0	0

Low Blow	Dexterity 46	The character strikes at the legs of surrounding enemies, imposing penalties to movement speed and attack speed for a short time. If an opponent is already bleeding from Twin Strikes, it slips and falls to the ground as well.	50	0	0	No	30	2.5

	Unending Flurry	Dexterity 50	The character singles out an enemy for death, stabbing it quickly and repeatedly, consuming a small amount of stamina with each hit. The assault continues until the target dies or flees, or until the character misses or runs out of stamina. If the target is bleeding from Twin Strikes, each swing becomes a critical hit. If the target is slowed by Low Blow, the character cannot miss.	40	0	0	No	60	0

Archery School

Chain	Name	Prerequisite	Description	Cost (mana/stamina)	Upkeep (mana/stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Archery School									

Chain 1	Melee Archer	Dexterity 12	Experience fighting in tight quarters has taught the archer to fire without interruption, even when being attacked.	0	0	0	No	0	0
	Aim	Dexterity 16	The archer carefully places each shot for maximum effect while in this mode. This decreases rate of fire but grants bonuses to attack, damage, armor penetration, and critical chance. Master Archer further increases these bonuses.	0	35	5	No	10	0
	Defensive Fire	Dexterity 22	While active, the archer changes stance, receiving a bonus to defense but slowing the rate of fire. With the Master Archer talent, the defense bonus increases.	0	40	5	No	15	0

	Master Archer	Dexterity 28	Deadly with both bows and crossbows, master archers receive additional benefits when using Aim, Defensive Fire, Crippling Shot, Critical Shot, Arrow of Slaying, Rapid Shot, and Shattering Shot. This talent also eliminates the penalty to attack speed when wearing heavy armor, although massive armor still carries the penalty.	0	0	0	No	0	0
Chain 2	Pinning Shot	Dexterity 12	A shot to the target's legs disables the foe, pinning the target in place unless it passes a physical resistance check, and slowing movement speed otherwise.	20	0	0	Yes	15	0

Crippling Shot	Dexterity 16	A carefully aimed shot hampers the target's ability to fight by reducing attack and defense if it hits, although the shot inflicts only normal damage. The Master Archer talent adds an attack bonus while firing the Crippling Shot.	25	0	0	Yes	10	0
Critical Shot	Dexterity 21	Finding a chink in the target's defenses, the archer fires an arrow that, if aimed correctly, automatically scores a critical hit and gains a bonus to armor penetration. The Master Archer talent increases the armor penetration bonus.	40	0	0	Yes	10	0

	Arrow of Slaying	Dexterity 30	The archer generates an automatic critical hit if this shot finds its target, although high-level targets may be able to ignore the effect. The archer suffers reduced stamina regeneration for a time. Master Archer adds an extra attack bonus.	80	0	0	Yes	60	0
Chain 3	Rapid Shot	Dexterity 12	Speed wins out over power while this mode is active, as the archer fires more rapidly but without any chance of inflicting regular critical hits. Master Archer increases the rate of fire further still.	0	35	5	No	30	0

Shattering Shot	Dexterity 16	The archer fires a shot designed to open up a weak spot in the target's armor. The shot deals normal damage if it hits and imposes an armor penalty on the target. Master Archer increases the target's armor penalty.	25	0	0	Yes	15	0
Suppressing Fire	Dexterity 24	When this mode is active, the archer's shots hamper foes. Each arrow deals regular damage and also encumbers the target with a temporary penalty to attack. This penalty can be applied multiple times.	0	60	5	No	10	0

	Scattershot	Dexterity 27	The archer fires a single arrow that automatically hits, stunning the target and dealing normal damage. The arrow then shatters, hitting all nearby enemies with the same effect.	50	0	0	Yes	40	0
Chain 4	Accuracy	Level 20, Dexterity 34	For as long as this mode is active, the archer's mind is clear of everything except the next shot's trajectory, gaining bonuses to attack, damage, ranged critical chance, and ranged critical damage, all dependent on the archer's dexterity attribute.	0	60	0	No	10	0

Arrow Time	Dexterity 38	Intense focus slows the archer's perception of time, effectively reducing the movement speed of enemies who come near for as long as this mode is active, excepting those of elite rank or higher. This deep concentration drains stamina constantly.	0	40	10	No	10	0
Burst Shot	Dexterity 44	The archer looses a special shaft that scores an automatic triple critical hit against the targeted enemy, then shatters, inflicting half the effect on those unfortunate enough to be in the vicinity. Friendly fire possible.	60	0	0	Yes	60	3

	Rain of Arrows	Dexterity 52	The archer's bow points to the sky, firing multiple projectiles which then rain down over time in the targeted area. Friendly fire possible.	80	0	0	Yes	60	0

Weapons and Shield School

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Weapons and Shield School									
Chain 1	Shield Bash	Strength 11	The character shield-bashes a target, dealing normal damage as well as knocking the target off its feet unless it passes a physical resistance check. Shield Mastery doubles the strength bonus for this attack.	25	0	0	No	20	0

Shield Pummel	Strength 15	The character follows up an attack with two hits from the shield, dealing normal damage with each attack. If the target fails a physical resistance check, it is stunned. Shield Mastery doubles the character's strength bonus for each strike.	30	0	0	No	20	0
Overpower	Strength 25	The character lashes out with the shield three times. The first two hits inflict normal damage. The last strike is a critical hit if it connects, knocking the target down unless it passes a physical resistance check. Shield Mastery increases the damage.	30	0	0	No	20	0

	Assault	Strength 32	The character quickly strikes a target four times, but dealing reduced damage with each hit. If the character has Shield Mastery, the damage from each hit increases.	40	0	0	No	20	0
Chain 2	Shield Block	Dexterity 10	Practice fighting with a shield improves the character's guard. Enemies can no longer flank the character on the shield-carrying side.	0	0	0	No	0	0
	Shield Cover	Dexterity 16	While in this mode, the warrior's shield provides a greater chance of deflecting missile attacks. Shield Mastery increases this bonus further.	0	20	5	No	15	0

	Shield Tactics	Dexterity 20	The character is proficient enough with a shield to defend from all angles, so that attackers no longer benefit from flanking strikes.	0	0	0	No	0	0
	Shield Mastery	Dexterity 26	The character has mastered the use of the shield for both offense and defense, and receives additional benefits when using Shield Bash, Shield Pummel, Assault, Overpower, Shield Defense, Shield Wall, and Shield Cover.	0	0	0	No	0	0

Chain 3	Shield Defense	Strength 11	While this mode is active, the character drops into a defensive stance that favors the shield, gaining a bonus to defense and an increased chance to shrug off missile attacks, but taking a penalty to attack. With Shield Balance, the attack penalty is reduced. With Shield Expertise, the defense bonus increases. With Shield Mastery, the defense bonus increases further.	0	35	5	No	5	0
	Shield Balance	Strength 14	The character has learned to compensate for the weight of a shield in combat and no longer suffers an attack penalty while using Shield Defense.	0	0	0	No	0	0

Shield Wall	Strength 20	In this mode, the character's shield becomes nearly a fortress, adding a significant bonus to armor and a greater likelihood of shrugging off missile attacks, but at the cost of reduced damage. Shield Expertise makes the character immune to direct knockdown attacks while in this mode, and Shield Mastery gives a bonus to defense.	0	55	5	No	15	0

	Shield Expertise	Strength 26	The character's experience using a shield in combat has made certain abilities more efficient, increasing the defense bonus for Shield Defense and making the character immune to direct knockdown attacks while using Shield Wall.	0	0	0	No	0	0
Chain 4	Juggernaut	Level 20, Strength 26	A powerful physique allows the character to knock aside any enemies who are in the way while this mode is active and the character is moving. Each knockback drains a small amount of stamina.	0	60	10	No	10	0

Carapace	Strength 32	No attack gets past this shield completely. For a moderate duration, all damage is reduced by an amount proportional to the character's constitution modifier. Bulwark of the Ages improves the protection, making the character completely immune to damage for the first half of this effect.	40	0	0	No	60	0
Air of Insolence	Strength 36	While this mode is active, the character adopts an intimidating posture that continuously draws the attention of nearby enemies, consuming stamina constantly.	0	100	10	No	10	0

	Bulwark of the Ages	Strength 40	The warrior is one with the shield. This talent improves the effect of Carapace, now making the character completely immune to damage for the first half of that effect.	0	0	0	No	0	0

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Two-Handed School									
Chain 1	Mighty Blow	Strength 15	The character puts extra weight and effort behind a single strike, gaining a bonus to attack. If it hits, the blow deals critical damage and imposes a penalty to movement speed unless the target passes a physical resistance check.	40	0	0	No	20	0

Powerful Swings	Strength 21	While in this mode, the character puts extra muscle behind each swing, gaining a bonus to damage but suffering penalties to attack and defense. Two-Handed Strength reduces the penalties to attack and defense.	0	30	5	No	10	0
Two-Handed Strength	Strength 28	The character has learned to wield two-handed weapons more effectively, reducing the penalties to attack and defense from Powerful Swings.	0	0	0	No	0	0

	Two-Handed Sweep	Strength 36, Level 10	The character swings a two-handed weapon through enemies in a vicious arc, dealing normal damage to those it hits and knocking them down unless they pass a physical resistance check.	40	0	0	No	20	3
Chain 2	Pommel Strike	Strength 12	Instead of going for the fatal attack an enemy expects, the player strikes out with a weapon's blunt end, knocking the opponent to the ground unless it passes a physical resistance check.	20	0	0	No	10	0

Indomitable	Strength 20	Through sheer force of will, the character remains in control on the battlefield, gaining a slight increase to attack damage while being immune to stun or knock down effects for the duration of this mode.	0	60	5	No	30	0
Stunning Blows	Strength 28	The character's fondness for massive two-handed weapons means that each attack offers a chance to stun the opponent due to the sheer weight behind the blow.	0	0	0	No	0	0

	Critical Strike	Strength 34	The character makes a single massive swing at the target, gaining a bonus to attack. If the strike connects, it is an automatic critical hit, possibly killing the opponent outright if its health is low enough.	40	0	0	No	60	0
Chain 3	Sunder Arms	Strength 18	The character attempts to hinder a target's ability to fight back, rather than going directly for a killing blow. Unless the target passes a physical resistance check, it suffers a penalty to attack for a short time.	25	0	0	No	10	0
	Shattering Blows	Strength 23	The character is as adept at destruction as at death and gains a large damage bonus against golems and other constructs.	0	0	0	No	0	0

	Sunder Armor	Strength 28, Level 10	The character aims a destructive blow at the target's armor or natural defenses. The attack deals normal damage, but also damages the armor unless the target passes a physical resistance check.	40	0	0	No	20	0
	Destroyer	Strength 40, Level 14	Few can stand against the savage blows of a destroyer. Every attack sunders the target's armor, reducing its effectiveness for a short time. The effects of multiple blows are not cumulative.	0	0	0	No	0	0

Chain 4	Sweeping Strike	Level 20, Strength 30	A massive swing plows through a cone of enemies, inflicting a critical hit against the primary target and normal damage against others in the cone. Affected enemies are also knocked to the ground unless they pass a physical resistance check.	30	0	0	Yes	10	60
	Two-Handed Impact	Strength 38	While in this mode, each blow from the character's heavy two-hander generates a small shockwave that damages other enemies near the target. This mode drains stamina constantly.	0	40	10	No	10	0

	Onslaught	Strength 44	The character advances several times, sweeping the weapon in huge arcs that hit multiple enemies.	50	0	0	No	30	2.5
	Reaving Storm	Strength 50	While this mode is active, the character turns continuously to attack surrounding enemies, slashing in wild arcs but spending stamina with each hit. This mode can only be activated during combat.	0	0	10	No	30	0

Power of Blood School

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Power of Blood School (downloadable content only)									
Chain 1	Blood Thirst	None	The warrior's own tainted blood spills in sacrifice, increasing movement speed, attack speed, and critical hit chance. For as long as the mode is active, however, the warrior suffers greater damage and continuously diminishing health.	30	30	5	No	5	0
	Blood Fury	None	The warrior sprays tainted blood in order to knock back nearby enemies, which they may resist by passing a physical resistance check. The gush of blood, however, results in a loss of personal health.	30 Stam. & 40 Health	0	0	No	10	5

Specializations



Specializations

Each class can learn three out of the six possible specializations throughout the course of the game. Your first specialization can be learned at level 7; your second at level 14; and your third at level 22. Specializations are difficult to achieve, but very rewarding if you gain one. In Awakening, all specializations are learned via Manuals. As long as the specific abilities fit with your play style and character breakdown, a specialization is generally worth spending points in over regular talents.

Definitely experiment with specializations. A tank could, for example, specialize in Templar to take out spellcasters even if he can't get to them directly. However, here are some suggested play style fits for the six specializations:

Warrior Specialization Manual Locations

In Awakening, all your new specializations are learned from manuals. Track them down at the following locations:

Guardian Manual: Herren's Merchandise in Vigil's Keep

Reaver Manual: Dwarven bartender in Amaranthine's Crown and Lion Inn

Spirit Warrior Manual: Octham's Goods in Amaranthine

Berserker

Primary: DPS (max out damage at the expense of stamina)

Secondary: Knockout punch (use Final Blow to finish off a foe but exhausts you in a long fight)

Champion

Primary: Party buffer (increase attack and defense bonuses for everyone)

Secondary: Enemy control (use Superiority to knock enemy groups off their feet)

Reaver

Primary: AoE DPS (radiate spirit damage and fear)

Secondary: Health resilient (absorb health from nearby corpses)

Templar

Primary: Mage killer (pound enemy mages with abilities)

Secondary: Dispel magic (clean area of spell effects)

Spirit Warrior

Primary: Anti-magic (resist spells to augment defense)

Secondary: Fade killer (slay enemies from the Fade easier)

Guardian

Primary: Damage shield (defend the whole party at once)

Secondary: Defense aura (pull enemies back to warrior)

Show Specializations

Talent Name	Prerequisite Level	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Specialization: Berserker								
Berserk	7	The stench of blood and death drives the Berserker into a willing fury, providing a bonus to damage. Rages incur a penalty to stamina regeneration, however, which Constraint reduces. Resilience adds a bonus to health regeneration in this mode.	0	20	5	No	30	0
Resilience	8	Rages no longer wear so heavily on the Berserker's body. The stamina regeneration penalty applied by Berserk is reduced, and the Berserker gains a bonus to nature resistance.	0	0	0	No	0	0

Constraint	10	The Berserker has learned to retain control during rages, reducing Berserk's penalty to stamina regeneration.	0	0	0	No	0	0
Final Blow	12	All the Berserker's stamina goes into a single swing. If the blow connects, the attack inflicts extra damage proportional to the amount of stamina lost.	5	0	0	No	60	0
Specialization: Champion								
War Cry	7	The Champion lets out a fearsome cry that gives nearby enemies a penalty to attack. With Superiority, nearby enemies are also knocked down unless they pass a physical resistance check.	25	0	0	No	20	10

Rally	12	The Champion's presence inspires nearby allies, giving them bonuses to attack and defense while this mode is active. When coupled with Motivate, the attack bonus increases.	0	50	5	No	30	10
Motivate	14	The Champion inspires allies to attack with renewed vigor. The Rally talent now increases attack, in addition to its defense bonus.	40	30	0	No	0	0
Superiority	16	The Champion is so fearsome that War Cry now knocks nearby opponents off their feet unless they pass a physical resistance check.	60	0	0	No	0	0
Specialization: Reaver								

Devour	7	The Reaver revels in death, absorbing the lingering energy of all nearby corpses, each of which partially restores the Reaver's own health.	25	0	0	No	30	5
Frightening Appearance	12	This talent focuses the Reaver's unsettling countenance into a weapon, making a target cower in fear unless it passes a mental resistance check. Frightening Appearance also increases the effectiveness of Taunt and Threaten.	25	0	0	No	20	0
Aura of Pain	14	Radiating an aura of psychic pain, the Reaver takes constant spirit damage while this mode is active, as do all enemies nearby.	0	60	5	No	45	4

Blood Frenzy	16	Driven by pain, the Reaver gains larger bonuses to damage whenever health decreases. Because this mode also incurs a penalty to health regeneration, the Reaver flirts with death the longer the frenzy persists.	0	60	5	No	60	0
Specialization: Templar								
Righteous Strike	7	Templars are enforcers specifically chosen to control mages and slay abominations. Each of the Templar's melee hits against an enemy spellcaster drains its mana.	0	0	0	No	0	0
Cleanse Area	9	The Templar purges the area of magic, removing all dispellable effects from those nearby. Friendly fire possible.	40	0	0	No	30	10

Mental Fortress	12	The Templar has learned to focus on duty, gaining a large bonus to mental resistance.	0	0	0	No	0	0
Holy Smite	15	The Templar strikes out with righteous fire, inflicting spirit damage on the target and other nearby enemies. If the target is a spellcaster, it must pass a mental resistance check or else loses mana and takes additional spirit damage proportional to the mana lost. All affected enemies are stunned or knocked back unless they pass physical resistance checks.	75	0	0	Yes	40	5
Specialization: Spirit Warrior								

Beyond the Veil	20	The warrior dons a cloak of mystical energies from the Fade in order to evade a substantial proportion of physical attacks, although the mode drains stamina constantly. If the warrior has Soulbrand, this mode also adds a moderate chance of resisting hostile spells, and the warrior's attacks all deal spirit damage, bypassing enemy armor. If the warrior has Blessing of the Fade, the chance of resisting hostile spells increases further and the warrior gains bonuses to movement speed and attack speed.	0	80	10	No	10	0

Soulbrand	22	The warrior has gained a deeper connection to the spirit world. While Beyond the Veil is active, the warrior gains a moderate chance of resisting hostile spells, and attacks now deal spirit damage, bypassing enemy armor (magic resistance +5, spirit damage +5%).	Passive	0	0	No	0	0
Fade Burst	25	The warrior bursts with energies drawn from the other side of the Veil, dealing spirit damage to all enemies nearby, particularly harming creatures from the Fade. The amount of damage depends on the warrior's willpower attribute. Friendly fire possible.	80	0	0	No	30	7.5

Blessing of the Fade	28	The warrior is able to draw strength from the benevolent spirits of the Fade. While Beyond the Veil is active, the warrior's chance of resisting hostile spells increases further and the warrior gains bonuses to movement speed and attack speed (magic resistance +5, spirit damage +5%).	Passive	0	0	No	0	0
Specialization: Guardian								
Guardian's Shield	20	The Guardian, dedicated to protecting allies, builds a shield around a party member that absorbs an amount of damage based on the Guardian's constitution attribute. Master Guardian increases the strength of the shield.	40	0	0	No	30	0

Fortifying Presence	22	The Guardian sheathes the entire party in mystical protection, granting each member a temporary bonus to armor, with strength and duration both dependent on the Guardian's constitution attribute. Master Guardian increases the armor bonus.	50	0	0	No	10	0
Master Guardian	25	The Guardian has committed to life as a true defender. Guardian's Shield now absorbs more damage, and Fortifying Presence now provides a greater armor bonus.	0	0	0	No	0	0

Aura of the Stalwart Defender	28	While this mode is active, the Guardian makes a personal sacrifice in order to preserve allies, creating a field that pulls a foe back toward the Guardian if it tries to leave the field unless the enemy passes a physical resistance check. This mode can only be activated during combat.	0	100	10	No	10	0

Gear



Gear

Warriors get the cream of the crop when it comes to weapons and armor. With so many choices, you really need to decide what talents you'll be concentrating on to pick the best equipment. You don't, for instance, want an awesome two-handed sword if you're training in Weapon and Shields. Any weapon that grants you strength (or dexterity for warriors in Archery and Dual Weapon) should be considered. Bonuses to damage, attack, and criticals can be great too. If you want more defense, bulk up your armor rating, but it's always a fine line between great armor rating and too much fatigue. Armor doesn't do a lot of good if you can't use any of your talents. You can always look for armor with a bonus to armor rating (no fatigue penalty), or even armor that grants constitution bonus or healing bonus.

There's more warrior gear than you could ever hope to equip in a single play through. The general rule of thumb is to wait for loot that serves as an upgrade and snatch it up. If you have extra coin to buy a nice gear upgrade, feel free to spend away, though most of the low-level equipment will be easily replaced by future loot, and the high-level equipment is very expensive (generally bought before a run at the Mother).

Note: In Awakening, it's out with the old and in with the new. As you journey toward level 35, here are some key items to seek out. Keep in mind that ideal gear varies based on your play style and role in the party. If, for example, you want a high-damage warrior, look for strength/dexterity bonuses and melee crit. If your warrior does a lot of tanking, high constitution and defense are your treasured traits. We've suggested excellent possibilities in each item category. For more possibilities and complete stats on each item, see the Equipment chapter.

Item Type	Item 1	Item 2
Greatsword / Longsword	Vigilance	Dragonbrand
Longbows	Heartwood Bow	Misery
Crossbows	Longshot	—
Kite Shields	Landsmeet Shield	Heartwood Shield
Tower Shields	Partha	—
Light Chest Armor	Vest of the Nimble	Rainswept
Massive Chest Armor	Golem Shell Armor	—
Heavy Helmets	Stormchaser Helm	Helm of Dragon's Peak
Massive Helmets	Helm of Hirol's Defense	Helm of the Sentinel
Heavy Boots	Fleet Feet	—
Massive Boots	Boots of the Sentinel	—
Heavy Gloves	Stormchaser Gauntlets	—
Massive Gloves	Gauntlets of Hirol's Defense	Gauntlets of the Sentinel
Amulets	Seeker's Chain	Scout's Medal
Belts	Sash of Power	Doge's Dodger
Rings	Tingler	Corin's Proposal

Party Responsibilities



Party Responsibilities

Are you the party's tank or a damage-dealer? If you're the tank, your primary responsibility is holding threat and making sure that none of your companions die. That generally means stocking up on defensive talents and gear. If you're melee or ranged DPS, you can concentrate on offense and how much damage you can deal to enemy combatants. All non-tank warriors need to be aware of threat and avoid pulling too much at once. Learn to time your attacks so you don't create too much threat on yourself, yet deal significant damage to the enemy.

If your warrior is the main PC, the other three companions should fill in talents around you for a well-balanced party. If you're building up a companion warrior, look to fill in where the party is

lacking. Not dealing enough damage? Crank up the offense. Tank having trouble holding all the enemies? Invest in some off-tank talents, such as Taunt, to grab enemies when needed. In the final party configuration, your PC should play whatever role you have the most fun with while the other three companions add the components necessary to maximize your combat efficiency.

The warrior ranks highest of the three classes in access to weapons and armor. Your talents and gear allow you to defensively tank for the group, deal huge amounts of single-target damage, and chip in with AoE every once and a while. There's no tougher adventurer in the land, so if you want to get right in the face of a raging hurlock or slash through spider ichor, step into the boots of a warrior.

Role Models

With the game's best weapon talent trees, you can create dozens of warriors who each wield something a little different in combat. Don't feel constrained to play according to the following warrior models to the letter; take bits and pieces that appeal to your play style and add your own spin. However, these are basic models for a tank, melee DPS warrior, or ranged DPS warrior. Each shows you how to choose your talents up to level 30, what talent chains are effective, how specializations fit in, and sample combat strategies for that model.

Note: If you create a new Grey Warden, you have 21 points to spend, which actually puts you one point ahead of these charts. So if you follow these charts, you'll have one extra point to spend on what you like.

Tip: In Awakening, some amazing new talents become available to you once you reach level 20. Although you can still choose from Origins talents, we recommend focusing on the new Awakening abilities as soon as you're able to add high-level talents.

Tank Warrior Model

Level	Talent
0	Shield Bash
1	Powerful, Shield Defense
2	Shield Balance
3	Shield Wall
4	Threaten
5	Shield Block
6	Shield Cover
7	War Cry (Champion)—First Specialization Available at This Level
8	Bravery
9	Shield Tactics
10	Shield Pummel
11	Overpower
12	Shield Mastery
13	Death Blow
14	Rally (Champion)—Second Specialization Available at This Level
15	Motivate (Champion)
16	Superiority (Champion)
17	Shield Expertise
18	Assault
19	Pinning Shot

20	Second Wind
21	Juggernaut
22	Guardian's Shield (Guardian)—Third Specialization Available at This Level
23	Fortifying Presence (Guardian)
24	Carapace
25	Master Guardian (Guardian)
26	Air of Insolence
27	Bulwark of the Ages
28	Aura of the Stalwart Defender (Guardian)
29	Beyond the Veil (Spirit Warrior)
30	Soulbrand (Spirit Warrior)



Tank Warrior Model

Overview: A tank protects his companions and deals significant damage to boot. He generally concentrates in the Warrior school and the Weapon and Shield school.

Leveling: Sink the majority of your points into strength and dexterity, increasing constitution whenever you have some free points, and spend your skill points on Combat Training, Vitality, and probably Clarity (or spread out points to other skills like Coercion and Survival).

Spending Your Tank's Attribute Points

When you start a new character in Awakening, you have 62 attribute points to spend on your level 18 character. Depending on how you want to play your character and what skills/talents you take, you may spend more or less points on individual attribute scores, but this is a good base model for a tank's initial points distribution:

Strength: 26 points

Dexterity: 13 points

Willpower: 8 points

Constitution: 15 points

Tip: If you import an old character and want to tweak attributes, skills, or talents, you can easily buy a Manual of Focus from Herren in Vigil's Keep and re-spec your character.

Pick up Powerful and Shield Defense, then Shield Balance and Shield Wall. Next is an automatic choice: Threaten. You now have the core of your tanking defense ready to go. Shield Defense is a great all-purpose protection stance; Shield Wall defends even better, but at the cost of reduced damage, which may not matter much if you have enough damage-dealers in the party. Shield Balance reduces the penalty to battle with a shield in your off-hand—another crucial talent for a Weapon and Shield warrior. Threaten should stay on in almost any fight to draw most of the threat to you.

Tip: If you want a more offensive-minded tank, simply switch some of the earlier defensive talents, such as Shield Block and Shield Cover, and load up on Shield Pummel, Overpower, and Assault.

Add Shield Block and Shield Cover to the mix. You could go with more offense here, but in this model we're concentrating on building the best defensive juggernaut we can to hold the line for your party. Stick with defense first, offense second. You need 16 dexterity to pick up Shield Cover.

You want the Champion specialization if at all possible. You can gain the Champion specialization by completing the "Arl of Redcliffe" and "Urn of Sacred Ashes" quests and freeing Arl Eamon from his illness in Dragon Age: Origins; in Awakening, it's even easier—you begin with it when making a new character. The first Champion talent, War Cry, hits all nearby enemies with an attack penalty, and it really shines when you add Superiority.

Invest in Bravery. It gives bonuses to damage, physical resistance, mental resistance, and critical chance. In other words, it helps all facets of combat. Continue to add points to dexterity and strength as you level so you're prepared to meet the prerequisites of more advanced talents.

With 20 dexterity, you can add Shield Tactics. This may be the most important talent a good tank needs, because it prevents enemies from scoring flanking bonuses against your warrior. No matter where your tank stands now, which is usually in the middle of an enemy swarm, it's just like he's facing the enemy head on.

Next switch to offense: pick up Shield Pummel, then purchase Overpower. Shield Pummel is a two-hit combo that can stun an opponent; Overpower is a three-hit combo that can knock a target down. Your strength and dexterity scores need to be in the mid-20s to open up your new talents.

Another milestone comes with Shield Mastery. The majority of your offensive and defensive abilities gain bonuses with Shield Mastery. You cap out the Warrior school when you gain Death Blow. Now, whenever your warrior slays an enemy, stamina gets restored. With enough killing, you can continuously operate your talents.

Next, study all the rest of your Champion talents. Rally and Motivate enhance the entire party's offense and defense, but Superiority is the coup de grace. Now when you trigger War Cry, it has a chance to knock down all enemies around you and give you a great advantage in battle.

Fill out the rest of your Weapon and Shield chains. If you lean toward defense, learn Shield Expertise first; if you lean toward offense, get the four-hit combo Assault (requires 32 strength).

Your final point could be spent on almost anything. We'll add a ranged component with Pinning Shot. If you can't reach them on foot, pull out the bow and give them a reason to come to you.

Once you hit level 20, invest in the new Warrior talent Second Wind. It's one of the best in the game, instantly refilling your stamina pool upon activation. It gives you that many more abilities to use during a long fight.

When you reach level 21, pick up the first of the new Weapon and Shield talents: Juggernaut.

At level 22, grab the next available Guardian talent: Guardian's Shield will give you another buff to keep your whole group safe. It works off your constitution score; if you find yourself using it often, crank up your constitution as you level.

At level 23, chose the next Guardian talent, Fortifying Presence, then move on to Master Guardian at level 25, and fill out your Guardian specialization at level 28 with Aura of the Stalwart Defender. You'll be a mountain of defense by this point.

You'll follow at level 24 with Carapace and level 26 with Air of Insolence to bolster personal defense and increase your threat ability, respectively. Level 27 finishes off the new Weapon and Shield talents with Bulwark of the Ages.

Near the end of your leveling, you can branch out into whatever you feel like. For this build, we'll pick up a third specialization: Spirit Warrior. More defense for a tank doesn't hurt, so at level 29 we gain Beyond the Veil and start building up our magic resistance with Soulbrand at level 30.

Talent Choices: A tank concentrates on the defensive gems in the Warrior school, such as Powerful, Threaten, and Bravery. Other than that, a tank maxes out the Weapon and Shield school to take advantage of all its defensive components, with a little offense thrown in for good measure. No matter the enemy configuration, your tank should have an answer for it.

Specialization: The Champion's War Cry hampers enemy attacks. Rally and Motivate increase offense and defense for your party. Superiority knocks enemies off their feet if they fail a physical resistance check. At higher levels, Guardian and Spirit Warrior supplement your defensive prowess.

Battle Tactics: Meet the enemy head on and intercept any attack on your companions. Unless you have Shield Tactics, you don't want to let yourself get surrounded where you fall prey to flanking bonuses. Instead, choose a tactical location that shields you from some enemy attacks while protecting your party's flanks. Use Threaten or Taunt to pull the threat toward you and away from companions.

Study your situation and choose the correct defense accordingly. For strict defense, go with Shield Wall, which boosts armor and prevents you from getting knocked down (a huge headache for your party if you don't have an off-tank ready to jump in). If you want more offense, go with the standard Shield Defense instead. If you're unsure on how the battle will go, always opt for more defense.

Once your defensive position is secure, think about dealing damage back to the monsters nearest you (or any ones who seem like they want to break free of your grasp). You can use Overpower and Assault to inflict serious harm. Save Shield Bash and Shield Pummel when you want to stun or knock down a target, especially if your health is low or an enemy is on another companion.

Melee DPS Warrior Model

Level	Talent
0	Dual-Weapon Sweep
1	Pommel Strike, Powerful
2	Mighty Blow
3	Indomitable
4	Stunning Blows
5	Powerful Swings
6	Critical Strike
7	Berserk (Berserker)—First Specialization Available at This Level
8	Resilience (Berserker)
9	Two-Handed Strength
10	Constraint (Berserker)
11	Two-Handed Sweep
12	Final Blow (Berserker)
13	Sunder Arms
14	Shattering Blows—Second Specialization Available at This Level
15	Sunder Armor
16	Destroyer
17	Precise Striking
18	Taunt
19	Disengage
20	Second Wind
21	Sweeping Strike
22	Peon's Plight—Third Specialization Available at This Level
23	Beyond the Veil (Spirit Warrior)
24	Soulbrand (Spirit Warrior)
25	Two-Handed Impact
26	Onslaught
27	Grievous Insult
28	Fade Burst (Spirit Warrior)
29	Massacre
30	Reaving Storm



Melee DPS Warrior Model

Overview: Concentrate on dealing combat damage as quickly as you can without pulling too much threat.

Leveling: Because most of what a melee DPSer loves to do is deal hand-to-hand damage, you only have to worry about strength. Spend the majority of your points on strength, and skill points go to Combat Training, Clarity and prorably Poison-Making.

Spending Your Melee DPSer's Attribute Points

When you start a new character in Awakening, you have 62 attribute points to spend on your level 18 character. Depending on how you want to play your character and what skills/talents you take, you may spend more or less points on individual attribute scores, but this is a good base model for a melee DPSer's initial points distribution:

Strength: 35 points

Dexterity: 5 points

Willpower: 12 points

Constitution: 10 points

Select Pommel Strike and Powerful with your first two talent points. Pommel Strike gives you a knockdown attack, and Powerful enhances your health and reduces fatigue; these are useful defensive abilities, but the offense will come in bunches soon.

Mighty Blow begins a run to some major offense. It gives a bonus to attack and, if the blow connects, scores a critical hit on the target. Indomitable serves as a stepping stone talent to reach the better offensive top-tier talents; you may use Indomitable against creatures such as golems who you know will knock you down, but otherwise all your efforts go toward offense and you can leave it off. Make sure you have 28 strength and Expert Combat Training to select Stunning Blows. It's a passive talent that can make a world of difference: all your blows have a chance to stun the enemy. Powerful Swings increases your damage; however, it gives a penalty to attack and defense until you gain Two-Handed Strength.

If you've maxed out your strength and skills properly, you can pick up Critical Strike. Critical Strike promises an automatic critical hit and massive damage to a single target. Use it in any one-on-one fight or when you have lots of stamina in a longer fight.

Dip into the Berserker specialization. Berserk increases damage for each of your strokes, though your stamina will suffer a bit. Resilience helps offset Berserk's stamina penalty, as does Constraint. Speaking of offsetting penalties, Two-Handed Strength minimizes the penalties from Powerful Swings.

Two-Handed Sweep gives you an option against multiple foes. You deal normal damage, but can knock them off their feet. Berserker's Final Blow hits an opponent with a massive blow inflicting damage proportional to all of your stamina (which is expended in the process).

Next, invest in the Sunder chain: Sunder Arms, Shattering Blows, Sunder Armor, and Destroyer (requires 30 strength). If you like, feel free to buy part of this chain earlier for extra damage penetration, but you will lose out on some AoE and suffer penalties while using talents such as Powerful Swings. The chain can dramatically alter a battle against heavily armored foes, or massive foes such as golems.

Pick up the offensive Warrior chain: Precise Striking, Taunt, and Disengage. Taunt lets you off-tank if necessary, while Disengage is a nice option to reduce threat and shed enemies if the onslaught becomes too much.

At level 20, Pick up the essential Second Wind, first of the new Warrior talents, which fills your stamina pool back to full upon activation.

Follow up at level 22 with the second Warrior talent, Peon's Plight, which is an excellent single-target attack that can slay lesser foes instantly.

You might not think it's an ideal fit at level 23, but invest in the Spirit Warrior specialization. You're not as interested in the defensive qualities for your melee DPSer, though it certainly doesn't hurt, but at level 24 you can pick up Soulbrand and convert all your regular damage into spirit damage, which now bypasses foes' armor. Continue with Fade Burst at level 28.

Start the new Two-Handed chain at level 21 with Sweeping Strike. Continue on at level 25 with Two-Handed Impact, followed by Onslaught at level 26, and Reaving Storm at level 30. You won't be at a loss for attacks now when you want to heap on the damage.

Level 27 gives you Grievous Insult, which can be used in an emergency to draw foes to you and off-tank if your main tank is having problems, but it's more important as the stepping stone to reach the major AoE attack Massacre at level 29.

Tip: An alternative option involves re-specing your character at level 21 when you gain Sweeping Strike. Sacrifice Two Handed Sweep or Critical Strike (Sweeping Strike is a good enough replacement), and put the extra point into Peon's Plight. You're then one step ahead, and you'll be able to get the last Spirit Warrior ability: Blessing of the Fade, which increases your hostile spell resistance while giving a bonus to movement and attack speed.

Talent Choices: In this version of a DPS warrior, your combat skills revolve around a two-handed weapon that, though slower, generally deals the most DPS of any weapon. Most of your talents maximize damage potential, with a few that give you AoE or stunning capabilities. It's possible to branch out into Archery and Dual Weapon, but you don't want to spread yourself too thin or you won't max out your two-hander's damage.

Specialization: Berserker is a big plus as soon as you can achieve it. The extra damage from the specialization is exactly what you want in a DPS melee class. The stamina penalty can be rough; however, two of your talents minimize the penalty, and the last talent, Final Blow, will win you some battles. At higher levels, Spirit Warrior converts your normal damage to spirit damage to avoid enemy armor.

Battle Tactics: Be patient. You can deal a huge amount of damage, which means if you attack too swiftly, you may pull the threat off your tank. You won't be much use to the group with four enemies stomping on your shredded corpse. Wait for the tank to set up, then attack from the flank or rear and cut through enemy after enemy. It's fine to go all out on an enemy and even pull it off the tank so long as it dies almost immediately.

Watch the battle and see where you're most needed. If you have off-tank skills, pick up any stragglers that go for the healer or other non-tank companions. The quicker the enemies drop, the less damage the party receives, so bounce from weakest enemy to weakest enemy as you help the tank chop away at the numbers. Save your big special effects (stuns, critical strikes, etc.) for bosses or tough enemies that just won't go down with the normal party tactics. If the tank looks to be in trouble, pull out all the stops and dive into the main enemy line.

Ranged DPS Warrior Model

Level	Talent
0	Powerful
1	Threaten
2	Bravery
3	Righteous Strike
4	Cleanse Area
5	Mental Fortress
6	Holy Smite

7	Melee Archer—First Specialization Available at This Level
8	Aim
9	Defensive Fire
10	Master Archer
11	Pinning Shot
12	Crippling Shot
13	Critical Shot
14	Arrow of Slaying—Second Specialization Available at This Level
15	Rapid Shot
16	Scattering Shot
17	Suppressing Fire
18	Scattershot, Shield Bash
19	Death Blow
20	Second Wind
21	Accuracy
22	Peon's Plight—Third Specialization Available at This Level
23	Arrow Time
24	Burst Shot
25	Rain of Arrows
26	Beyond the Veil
27	Soulbrand
28	Fade Burst
29	Grievous Insult
30	Massacre



Ranged DPS Warrior Model

Overview: Much like an offensive mage, a ranged DPS warrior concentrates weapons and talents on enemies at a distance. He focuses on the Archery school, and may dip into some talents, such as Dual Weapon and the new Awakening Warrior talents, when melee becomes imminent.

Tip: Your draw speed with bows is normally slowed down if you wear heavy or massive armor. However, if you take the Master Archer talent, the penalty on heavy armor is removed, thus you can draw at full speed in everything but massive.

Leveling: As you'll be working with a bow and dual weapons, load up on dexterity. Your goal is to have 27 dexterity and Master Combat Training by level 6.

Spending Your Ranged DPSer's Attribute Points

When you start a new character in Awakening, you have 62 attribute points to spend on your level 18 character. Depending on how you want to play your character and what skills/talents you take, you may spend more or less points on individual attribute scores, but this is a good base model for a ranged DPSer's initial points distribution:

Strength: 12 points

Dexterity: 26 points

Willpower: 14 points

Constitution: 10 points

With your first three talent points, invest in the Warrior talents Powerful, Threaten, and Bravery. These are generally useful talents to beef up personal defense and to allow the archer to contribute more in combat situations. These also set up the later Warrior talent Death Blow at level 19.

Tap into the Templar specialization. The first talent, Righteous Strike, lets you drain mana with any successful melee strike against an enemy spellcaster. You may have to get close to use this talent, but it's generally worth it against spellcasters, and it opens the door for Cleanse Area. This removes all magic effects on your party, which is great when you have negative debuffs on the group, but watch that you don't strip the good buffs in the process.

Mental Fortress gives you a huge upgrade to your mental resistance.

Next, select Holy Smite (which decimates enemy spellcasters by dealing damage and draining mana).

Slip in Melee Archer. It's an all-around useful ability: it prevents attacks from interrupting your firing. Next, fill out the rest of the Melee Archer chain: Aim, Defensive Fire, and Master Archer. Use Aim for more offense and Defensive Fire when you fear return fire. Master Archer improves almost every Archery talent.

Now choose Pinning Shot, followed by Crippling Shot, which allows you to hamper someone's attack and defense.

If you have 21 dexterity and Expert Combat Training, select Critical Shot. If you hit, Critical Shot inflicts critical damage and a bonus to armor penetration.

If you can reach 30 dexterity, you gain Arrow of Slaying. This scores an automatic critical hit against all but high-level opponents, and it's another offensive threat you can deliver.

Next, max out your ranged abilities. Reload much faster with Rapid Shot. Shattering Shot imposes an even greater penalty to a foe's defense as it reduces armor value. Follow that up with Suppressing Fire to further encumber targets with attack penalties.

Scattershot is an awesome talent that automatically stuns your target and deals normal damage, then splinters off and does the same to all nearby enemies. Use this effectively against enemy spellcasters or large enemy groups to impede flanking attempts. If you need additional defense, add to your Weapon and Shield talent chain with Shield Bash.

At level 19, further improve your combat with Death Blow.

You won't be sorry when you buy Second Wind at level 20. Regaining all your stamina at a crucial point in combat can make all the difference.

When you reach level 21, dive into the new Archery talents. Accuracy scores you big bonuses to several combat stats and paves the way for three more talents. At level 23, Arrow Time forces enemies around you to slow down, which gives you that much more time to pick them off. Level 24's Burst Shot devastates a foe with three automatic critical hits, plus half the damage spilled over in AoE around the target. Level 25's Rain of Arrows covers an area with projectiles to strike multiple foes.

Pick up the Spirit Warrior specialization with Beyond the Veil at level 26, Soulbrand at level 27, and Fade Burst at level 28. These improve your defense, and allow you to bypass foes' armor by converting all your regular damage into spirit damage.

At level 22, finish off the new Warrior talents, starting with Peon's Plight. Peon's Plight and Grievous Insult at level 29 give your archer more options in melee combat. It all leads up to Massacre at level 30, which can get you out of a melee jam when surrounded by multiple foes. By this point, you'll destroy them at range, and should they limp into melee range, you're not half-bad nose-to-nose either.

Talent Choices: The Archery school and all its ranged surprises are your bread and butter. Dual Weapons provide some support talents in case an enemy gets close enough to melee.

Specialization: Templar enhances your skill in taking down enemy spellcasters. Righteous Strike can be fantastic once you reach higher levels and can tap into your melee talents. Cleanse Area and Mental Fortress bulk up your defensive abilities. Holy Smite gives you another powerful ranged attack that will destroy an enemy spellcaster in a single energy burst.

Battle Tactics: Once the battle begins, stand your ground. Let the tank and other melee DPSers embrace the enemy. You want to nuke them from afar. Unlike a mage who stays in the rear, however, the ranged DPS warrior can enter melee with his better armor, weapons, and Dual Weapon talents at higher levels.

Survey the battlefield and pick your targets wisely. Concentrate fire on the tank's target to bring it down quicker, or look for injured foes that you can drop with an arrow or two. If you see an enemy spellcaster in the enemy's rear, make it your priority. You don't want it getting off damaging spells. Same goes for enemy archers. If your melee companions can't reach them, it's your job to stop them from pelting the team with damage.

On offense, your rotation goes something like this: Aim, Pinning Shot (against moving targets), Critical Shot (against near-dead targets), Arrow of Slaying. On defense, go Defensive Fire, Crippling Shot, Suppressing Fire, and Scattershot (especially against enemy spellcaster or enemies charging at you).

As a ranged DPS warrior, you have much of the offense of a DPS mage, yet you can still wear most of the better armor and use high quality weapons. Keep on the go to avoid enemy melee encounters and let your arrows serve as warnings to any new darkspawn that stumble across the field of arrow-strewn corpses.

The Mage



The Mage

You are channeler and healer, death-dealer and life-giver, the spellpower behind the party's muscle. A mage stays in the rear, choosing targets carefully and always thinking ahead to the next damage spell or heal. A mage can conjure fire, encase allies in impenetrable force fields, or drain the very life from a victim. Tapping into any of the four magic schools (Primal, Creation,

Spirit, Entropy), the DPS mage supplies firepower, especially against large enemy groups, the healer supports benevolent spells that can turn the tide in a close contest, or the hybrid mage balances both offense and defense in one versatile package.

Though the mage doesn't have the same kind of access to weapons and armor as a warrior or rogue (unless the mage specializes in Arcane Warrior), consider his spell arrays his artillery. The Primal school gives the mage the power of the elements: fire, earth, cold, electricity. By the third spell in any of these chains, the mage can cast devastating AoE attacks that destroy large enemy groups. In the Creation school, healing and buffs take precedent. The power to regenerate health, mana, and stamina fuels your party to greater glory. Your last two schools, Spirit and Entropy, grant mind-bogglingly cool abilities that stretch beyond pure damage or healing. With nearly 80 spells to choose from, no two mages need be the same.



Mage specializations offer the greatest possibilities to transform your class into something outside the normal class boundaries. An Arcane Warrior trades magic score for strength, ditches staff and robe for weapons and armor usually restricted to warriors, and can enter melee as a hand-to-hand brawler. A Blood Mage taps into the life force flowing in most creatures' veins, and uses that dark magic to control minds, damage enemies, convert blood to mana, and heal from the pain of others. A Shapeshifter can change into a combat-oriented spider, bear, and insect swarm, or master them all for potent alternate fighting forms. A Spirit Healer is the ultimate savior, able to heal the entire party at once, cure injuries, and even bring the dead back to life. At level 20 and higher, a Keeper merges with nature itself and forms a powerful union of spellcaster and the surrounding vegetation that traps, hurts, and drains enemies within. Finally, a Battlemage can use all the elements against enemies, freeze them in place, or drain their life. A Battlemage can even regain mana from his own wounds.

If you like to sling spells from tactical positions and play around with the fantastical, the mage class is for you. World-class spells are at your fingertips, and you will rule the battlefield from afar. No other class can touch you when it comes to obliterating hordes of monsters at once. Just remember that if those monsters get up, you'd better have enough mana to knock them back down.

Strengths and Weaknesses



Think of the mage as a cannoneer or a field medic, depending on your play style and spell spec. If you lean toward a DPS mage, your spells can do tremendous damage to single targets (possibly killing them with a single spell) or major damage to a large enemy group. You can even contribute damage over time to opponents with such spells as Fireball and Walking Bomb. If you become a healer, your spells will keep you and your allies alive, even in battles that may seem lost at the start. Either of those skills sets would earn you a place on the team, but you also have crowd control spells (Grease, Earthquake, Cone of Cold, etc.) that keep enemies from swarming the party, and party buffs (the Heroic chain, Spellbloom, etc.) that aid your allies with additional abilities.

Advantages

Stat Bonuses to Magic, Willpower, and Cunning

Great Ranged and AoE Damage

Healing

Crowd Control Spells

Party Buffs



With all those great spells a hand gesture away, mages pay the price with armor and weapons: they can use only robes, cowls, staves, and the less powerful armor and weapons. Mages aren't built for hand-to-hand melee, unless they devote several spells to melee offense/defense or seek out the Arcane Warrior and/or Battlemage specializations, and spellcasters can't go toe-to-toe with foes like warriors and rogues can. Even worse, mages' damage spells, especially AoE spells that strike multiple targets, generate significant threat and will pull monsters to you. You need a capable tank to regain the threat or you will find yourself bloodied on the ground.

Disadvantages

Limited Armor and Weapon Choices

Generally Weak in Melee

Damage Spells Can Generate Significant Threat

You may not be the party member who jumps into the thick of melee, but you can be the tactician who stands in the back and surveys the whole battlefield. Whether you like to blow things up or pick your targets off one by one, the mage's spells have you covered. You will have the firepower to bolster your party from competent fighters to veritable forces of nature.

Attributes



Spells are your livelihood as a mage, thus your magic score is essential. Magic directly increases your character's spellpower score, which determines the potency of all spells. The prerequisite for the various schools of magic begins at 18 magic, but goes as high as 61 magic for the most expensive of the newer abilities, so put most of your points here to unlock crucial spells. Magic also determines how effective potions, poultices, and salves are for characters; your mage will gain bigger benefits from lyrium potions and health poultices because of your affinity for magic.

Mage Attribute Bonuses

+5 Magic

+4 Willpower

+1 Cunning

Willpower works in conjunction with magic. The more points you throw into willpower, the larger your mana pool and the more spells you can cast. If you have a party member with good Herbalism, you may be able to stock up on lyrium potions to offset a lower willpower score, but you definitely need to spend as many points here as you can afford. If you have a good tank who holds threat well, and you don't get hit much by monsters in melee, sink all your extra points into growing your mana pool.

Tip: Gear bonuses can amplify your attribute's strengths or offset any shortcomings. A ring, for example, that bulks up constitution could provide some extra health without costing any of your precious attribute points.

After magic and willpower, your attributes will go more according to your play style. In general, you may want to add a little constitution. Every mage, even if they don't plan on beating mobs over the head with a staff, needs health and resilience. The more you have, the longer you'll stay in a fight, and if your tank fails to hold a creature's threat and it comes gunning for you, that extra constitution and health bonus will make a difference.

Cunning contributes to learning skills, and it's huge if you take Coercion and want to persuade NPCs. If you don't invest in Coercion, then feel free to spend these points in constitution and dexterity.

Dexterity has limited use for most mages. It can be helpful to dodge incoming blows, and an Arcane Warrior mage may want some points in dexterity for accuracy while wielding melee weapons. If you do spend points, spend only a few.

Because you shouldn't be engaging foes physically, strength means very little. There's always something better to spend points on, so leave this attribute alone. If you're worried about combat damage, it's probably best to spend the points on constitution instead.

During character creation, feel free to choose a race based on overall story possibilities. However, if maximizing your mage stats appeals to you, choose an elf. An elven mage gives you a starting 17 magic and 16 willpower. A human mage offers one fewer point in magic and two fewer points in willpower. Most of your points are socked away in magic and willpower, so later in your character's evolution you'll need to spread out the points to other attributes. Dwarves cannot be mages; if you want to play a dwarf, you won't be casting spells.

Mage Starting Attributes

Attribute	Human	Elf
Strength	11	10
Dexterity	11	10
Willpower	14	16
Magic	16	17
Cunning	12	11
Constitution	10	10

Once you choose your mage's race, you begin with 62 points to add to your attributes. Most builds require you to spend the majority of your points in magic and willpower. It's important to unlock spells early, and because magic is the main prerequisite for spells, you must reach the 25-30 magic range to unlock most spells, and 40 or higher to unlock the new Mage school spells. In general, think about a 2/1 split between magic and willpower each time you earn attribute points from leveling, or a 1/1/1 split among magic, willpower, and constitution.

Skills



Mages are natural herbalists, so it's fitting that you begin with a skill point in Herbalism (and also one point in Combat Tactics). They stockpile magic attribute points for spell effectiveness, and items produced by Herbalism rely on magic for effectiveness. It's a perfect union. At least one party member must be skilled in Herbalism per party. Otherwise, you lose out on essential healing and mana potions, and won't have the same staying power in fights as a fully stocked party. Unless one of your companions (say, Velanna) supports Herbalism, you should strongly consider it as your top skill.

Note: Beyond your starting skills, you're likely to obtain 10-12 skill points throughout the game. Pick your two or three favorite skills and stick with them. If you spread your points too thin, you'll end up doing a bunch of things—but not well.

Because mages gravitate toward magic, Herbalism ranks high, but Coercion is usually the best skill to take. As with any other class, Coercion grants you access to story possibilities that aren't available through brute force. Spend all your skill points here first if you don't plan on becoming a herbalist.

The more points you spend in Combat Training, the more damage you can take before the damage interrupts your spellcasting. If you're a mage who expects to get hit often in combat, or you don't want to blow a key spell because of mob interference, then stock up on Combat Training. Two points is enough to withstand disruption from all but the most damaging attacks.

Mage Skill Recommendations

Assuming you spend 8 skill points by level 18, here's a good spread to consider. Note that many other combinations could work better for you, so experiment!

Herbalism +3

Combat Training +1

Coercion +4

Survival can be a good skill to have because the more you advance it, the better chance you have to detect creatures on your mini-map before they surprise you. You can save yourself from more than a few ambushes with this skill. Don't forget about the bonus to nature resistance too.

For companion mages, who you might not always control directly, consider spending skill points in Combat Tactics. The more tactic slots you open, the more you can shape how your companion behaves in battle. Inevitably, even if you plan on controlling your mage during fights, there will be moments when you don't program your mage's every move (or something more important is going on) and tactics come into play. One or two points should be good, or max it out if you want the character to go on autopilot.

None of the other lower-level skills really fit the mage profile, except perhaps Trap-Making. At first it seems solely a rogue skill, but if your mage isn't strong in ranged damage (a healer, for example), you may want Trap-Making to use traps to lure enemies in. Traps deal decent damage up front while you cast a spell barrage from afar.

Once you reach level 20, spend your skill points on Clarity. The new skill boosts your mana pool by 25 mana per level. If you max out on Clarity that's 100 mana more than you might have had otherwise.

Spells



Mages have access to a vast arsenal of spells, many more than you could attain in the course of the game. Rather than focusing on one school, pick the type of mage you'd like to be (DPS, healer, or blend) then round out your mage with a selection of spells that could deal with an array of situations. For example, you'll want a few spells for AoE, direct attacks on single targets, buffs, etc. Notice how the stronger spells are at the end of individual chains. With that in mind, develop individual chains rather than focusing on an entire school.

You start with one point in the Mage spell school and 62 more points to spend wherever you like. In addition, you receive one point for every level you gain during your journey through Awakening. It might seem like a lot, but you really have to plan what spell chains you want, because you'll cap only four or five regular chains if you decide to specialize.

Note: It's possible to have three mages in the game: Anders, Velanna, and you. Develop each differently to have access to a wider arsenal of magic.

All mages need to familiarize themselves with the cooldown component of each spell. The worst situation is to have plenty of mana and no available spells to cast. Branch out into different spells to avoid the cooldown problem. Yes, you may love to cast Lightning on a target, but you need a follow-up damage spell or two to use while Lightning reloads. You also want to branch out into different chains so that your spell rotation cycles through separate damage types. For example, if you develop the Fire chain as your sole damage source and run into rage demons, who are resistant to fire, you won't do too well. But if you have Winter's Grasp or Cone of Cold in your arsenal, you can contribute massive damage.

Even DPS mages should carry a Heal spell. It's always a luxury to have a mage who can serve the same function as a health poultice, only on a continuous basis with sometimes greater

effect. In the same regard, don't under-value your defensive spells. Your main priority may be to deal damage as a DPS mage, but at some point you will need to protect yourself. Spells such as Arcane Shield and Force Field minimize damage that would otherwise kill you in an encounter.

Your spells draw mana from your pool. Watch how much mana you're using in a fight and cast accordingly. If you run short without ample lyrium potions to replenish, you could cost your party a victory. Gauge what you have to do to help the team. There's no sense casting a huge Chain Lightning spell on a group of enemies that go down with one or two swings, just as you may want to hold back on that Petrify spell if the tank has the situation under control. Save your mana. You never know when the next fight will start, and you'll be grateful you didn't waste mana.

Spell Combos

Earthquake + Grease + Fireball + Walking Bomb should stymie most groups before they can do too much harm to your party.

A fire spell on Grease works great at lower levels or when you don't have all kinds of time.

Glyph of Paralysis + Glyph of Repulsion causes an explosive effect that paralyzes those nearby.

Blizzard + Tempest becomes Storm of the Century (spectacular electrical storm).

Cast Blizzard on a burning Grease slick to extinguish it.

Send a tank to draw all kinds of threat from a mob away from the party. Cast Force Field on the tank for immunity from all damage and then follow with Inferno to engulf the entire area. The enemies burn while fighting a tank that can't die.

Drain Life and Mana Drain are twice as effective on a target with a Vulnerability Hex.

Cast Spell Might on yourself and then cast Animate Dead on a skeleton. This skeleton is much more powerful than the ordinary skeletons you can animate.

Cast Sleep on a target and then cast Horror on it. This inflicts massive spirit damage on the target, often killing many lesser foes outright. Those who survive emerge in a state of fear.

Immobilize a target with Cone of Cold or Petrify. When the target is in that vulnerable state, a critical hit from any weapon, a hit from the Stonefist spell, or the effects of the Crushing Prison spell will shatter it. (Bosses and lieutenants are highly resistant to this.)

Cast a Death Hex on a target and then cast a Death Cloud in its area. If the target is touched by the Death Cloud, it sustains massive spirit damage.

Caution: Many spells have an area of effect much larger than just one target, making friendly fire possible. The higher the spell in the chain, the more damage your party members can take if they're caught in the affected area, so be careful.

Mage School



Arcane Bolt is a basic all-around damage spell with a long range, decent damage, and minor cost. Arcane Shield is a sustained ability that helps divert attacks and bolsters your mage's defense. Staff Focus increases the power of your basic staff attack, and Arcane Mastery grants a permanent bonus to spellpower, augmenting all your spells. Almost any mage build wants Arcane Mastery as soon as it becomes available at level 10. On the attack, cast your powerful spells, then follow them up with Arcane Bolt. When you're being swarmed, use your Arcane Shield, then let your other characters take the threat while you move back and come at your enemies with another wave of spells.

At level 20, the two new Mage school chains open up. The Fade Shield chain increases your mastery of the elements. Fade Shield soups up your Arcane Shield to further defend against magic attacks and reduce physical damage. Elemental Mastery increases elemental damage from other spells while it's in effect. Attunement gives a +10 bonus to willpower, magic, and combat mana regeneration. Time Spiral can win you the day when it resets all your cooldowns and suddenly makes all spells possible for active duty.

If you don't go for that chain, you may want to start with Repulsion Field at level 20. The field knocks back nearby enemies if they fail a physical resistance check, which is fantastic against lesser foes that try to swarm you. Invigorate radiates out to lessen the activation cost of your allies' talents and spells, though it drains your mana continuously. Arcane Field generates

waves of spirit damage that smash through nearby foes. Mystic Negation creates a field that continuously negates hostile magic in the area.

Primal School



Your main offensive spells find their home in the Primal school. Mostly focused on activated abilities, both in direct attacks and AoE attacks, Primal taps fire, earth, cold, and electricity for your staple damage attacks. The first spell in each chain gives you a decent damage spell (except for the Earth chain, which gives you Stonefist second), and the third spell grants you a powerful AoE blast. Monsters will be affected differently based on their resistances and vulnerabilities, and each chain has its own special effects: fire causes damage over time; earth gives you defense and one-shot kill with Petrify; cold hampers enemy movement; electricity forks to adjacent targets.

Creation School



Your primary school as a healer, Creation focuses on restoring health, replenishing mana, enhancing the party, and warding an area with glyphs. The Heal chain is the most important; you'll want Heal right out of the gate and Regeneration as soon as you can reach the 23 magic prerequisite. The Spell Wisp chain can work for any mage as well: Spell Wisp increases spellpower, Grease traps enemies in a flammable AoE, Spellbloom regenerates mana, and Stinging Swarm is like an AoE damage spell as it bounces from target to target, except it doesn't create tons of threat focused on a single creature each time. The Heroic chain is for mages who want to buff the party, sacrificing offense for utility. The Glyph chain gives the mage some crowd control with paralysis, warding, repulsion, and neutralization effects.

Spirit School



Two of the chains can be unexpected powerhouses if used well. The Walking Bomb chain poisons a single target, or explodes a host of similar monsters with Virulent Walking Bomb, plus the chain provides mana regeneration and additional melee support through Animate Dead. The Mind Blast chain splits between great defensive and great offensive abilities. Mind Blast stuns all nearby enemies (great for when the mage gets swarmed), Force Field nullifies all damage to a target for a short time (the ultimate threat negation), Telekinetic Weapons beefs up armor penetration for your whole squad, and Crushing Prison completely shuts down a target, rooting the enemy in place and causing enough damage to kill weaker targets. The Spell Shield chain is a must for defensive mages, especially Dispel Magic to remove devastating hexes and Anti-Magic Ward to cancel enemy spellcasting on one of your allies. Finally, the Mana chain centers around disrupting enemy spellcasters' mana, and replenishing your own in the process. If your party doesn't have a Templar, think about spending a few points in this chain's abilities.

Entropy School



The Entropy chains slide into the dark side of magic. The Drain/Death chain may be the most useful; the first two abilities net you health, while Curse of Mortality is lethal against healing mobs and Death Cloud is lethal to everything. The Weakness chain strips offense, defense, and movement from enemies, or it outright paralyzes them. The upgrades (Miasma and Mass Paralysis) do it even better, affecting whole groups. The Fear chain begins with Disorient, which inflicts combat penalties, works toward Horror, which causes the targets to cower in fear, and then knocks out enemies with Sleep. Combo Sleep with Waking Nightmare and hostile targets become randomly stunned, attack other enemies, or become the caster's ally for the duration of the spell. The last chain of hexes grants four different effects: vulnerability to resistances, AoE resistance penalties, inaccuracy, and bad luck (all normal hits become critical strikes).

Talents

Mage School

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Mage School									

Chain 1	Arcane Bolt	None	The caster fires a sphere of magical energy at an enemy, dealing moderate spirit damage.	15	0	0	Yes	6	0
	Arcane Shield	Level 3	The caster generates protective sheath that helps divert incoming attacks, gaining a bonus to defense while this mode is active.	0	30	5	No	10	0
	Staff Focus	Level 7	The character has specialized in direct attacks using a mage staff, gaining a permanent bonus to damage from basic attacks.	0	0	0	No	0	0
	Arcane Mastery	Level 10	The mage has gained a keen familiarity with the arcane arts, granting a permanent bonus to spellpower.	0	0	0	No	0	0

Chain 2	Fade Shield	Level 20, Magic 40	The mage alters Arcane Shield to step partway into the Fade, adding a significant chance of resisting hostile spells or evading physical attacks while that spell is active, and a lesser chance of both when the spell is inactive (displacement +5, magic resistance +5).	Passive	0	0	No	0	0
	Elemental Mastery	Level 22, Magic 44	The mage has learned to amplify the effects of each of the elements, increasing any elemental damage inflicted by other attacks while this spell is active.	0	100	10	No	30	0

	Attunement	Level 25, Magic 52	The mage has become more attuned to surrounding magical energies, gaining bonuses to willpower, magic, and mana regeneration (willpower +10, magic +10, combat mana regen +10).	Passive	0	0	No	0	0
	Time Spiral	Level 28, Magic 61	The mage, through great concentration, is able to alter perception of time, resetting the cooldowns on all spells.	120	0	0	No	180	0

Chain 3	Repulsion Field	Level 20, Magic 43	For as long as this spell is active, waves of repulsive energy emanate from the mage. With every wave, nearby enemies are knocked back unless they pass a physical resistance check. Mana is consumed each time a creature is knocked back.	0	80	10	No	10	0
	Invigorate	Level 22, Magic 49	Waves of invigorating energy bolster nearby allies, substantially reducing their fatigue, meaning that their spells or talents will cost less to activate while this spell is active. However, the caster's mana drains continuously.	0	100	20	No	30	0

	Arcane Field	Level 24, Magic 55	While this spell is active, the mage radiates arcane energy every few seconds, emitting waves of projectiles that deal spirit damage to enemies within the field. Each projectile consumes a small amount of mana.	0	80	10	No	10	0
	Mystic Negation	Level 26, Magic 58	An aura of beneficial magic surrounds the mage while this spell is active. Every few seconds, the spell banishes any magical effects within the field that were created by a hostile creature. Each dispelled effect consumes a small amount of mana.	0	100	10	No	10	0

Show Primal School

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Primal School									
Chain 1	Flame Blast	None	The caster's hands erupt with a cone of flame, inflicting fire damage on all targets in the area for a short time. Friendly fire possible.	20	0	0	Yes	10	35
	Flaming Weapons	Magic 18	While this spell is active, the caster enchants the party's melee weapons with flame so that they deal additional fire damage with each successful attack.	0	50	5	Yes	10	0

	Fireball	Magic 27	The caster's hands erupt with an explosive ball of flame, inflicting lingering fire damage on all targets in the area as well as knocking them off their feet unless they pass a physical resistance check. Friendly fire possible.	40	0	0	Yes	10	7
	Inferno	Magic 34	The caster summons a huge column of swirling flame. All targets in the area take constant fire damage as they burn. Friendly fire possible.	70	0	0	Yes	60	10
Chain 2	Lightning	Magic 18	The caster fires a bolt of lightning at a target, dealing electricity damage. Friendly fire possible.	20	0	0	Yes	10	0

Shock	None	The caster's hands erupt with a cone of lightning, damaging all targets in the area. Friendly fire possible.	40	0	0	Yes	15	35
Tempest	Magic 28	The caster unleashes a fierce lightning storm that deals constant electricity damage to anyone in the targeted area. Friendly fire possible.	50	0	0	Yes	40	10
Chain Lightning	Magic 33	The caster's hands erupt with a bolt of lightning that inflicts electricity damage on a target, then forks, sending smaller bolts jumping to those nearby, which fork again. Each fork does less damage than the previous. Friendly fire possible.	60	0	0	Yes	60	0

Chain 3	Rock Armor	None	The caster's skin becomes as hard as stone, granting a bonus to armor for as long as this mode is active.	0	40	5	No	10	0
	Stonefist	Magic 18	The caster hurls a stone projectile that knocks down the target and inflicts nature damage, possibly shattering those that have been petrified or frozen solid. Friendly fire possible.	30	0	0	Yes	15	0
	Earthquake	Magic 25	The caster disrupts the earth, causing a violent quake that knocks everyone in the targeted area to the ground unless they pass a physical resistance check every few seconds. Friendly fire possible.	40	0	0	Yes	40	10

	Petrify	Magic 30	The caster draws from knowledge of the elements to turn the target into stone unless it passes a physical resistance check. While petrified, the target is immobile and vulnerable to shattering from a critical hit. Creatures already made of stone are immune.	40	0	0	Yes	40	0
Chain 4	Winter's Grasp	None	The caster envelops the target in frost, freezing lower-level targets solid. Those that resist suffer a penalty to movement speed.	20	0	0	Yes	8	0
	Frost Weapons	Magic 18	While this mode is active, the caster enchants the party's weapons with frost so that they deal additional cold damage with each melee attack.	0	50	5	Yes	10	0

Cone of Cold	Magic 25	The caster's hands erupt with a cone of frost, freezing targets solid unless they pass a physical resistance check, and slowing their movement otherwise. Targets frozen solid by Cone of Cold can be shattered with a critical hit. Friendly fire possible.	40	0	0	Yes	10	35

	Blizzard	Magic 34	An ice storm deals continuous cold damage to everyone in the targeted area and slows their movement speed while granting bonuses to defense and fire resistance. Targets can fall or be frozen solid unless they pass a physical resistance check. Friendly fire possible.	70	0	0	Yes	60	10

Show Creation School

Chain	Name	Prerequisite	Description	Cost (mana/stamina)	Upkeep (mana/stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Creation School									

Chain 1	Glyph of Paralysis	None	The caster inscribes a glyph on the ground that paralyzes the first enemy who crosses its bounds, unless the opponent passes a physical resistance check. A single caster can maintain a limited number of Glyphs of Paralysis at once.	25	0	0	Yes	40	2.5
	Glyph of Warding	Magic 18	The caster inscribes a glyph on the ground that bestows nearby allies with bonuses to defense and mental resistance as well as a bonus against missile attacks.	40	0	0	Yes	30	2.5

	Glyph of Repulsion	Magic 25	The caster inscribes a glyph on the ground that knocks back enemies unless they pass a physical resistance check.	35	0	0	Yes	30	2.5
	Glyph of Neutralization	Magic 33	The caster inscribes a glyph on the ground that neutralizes all magic, dispels all effects, drains all mana, and prevents spellcasting or mana regeneration within its bounds.	60	0	0	Yes	60	2.5
Chain 2	Heal	None	The caster causes flesh to knit miraculously, instantly healing an ally by a moderate amount.	20	0	0	Yes	5	0

	Rejuvenate	Magic 18	The caster channels regenerative energy to the selected ally, granting them a short term boost to mana or stamina regeneration.	25	0	0	Yes	45	0
	Regeneration	Magic 23	The caster infuses an ally with beneficial energy, greatly accelerating health regeneration for a short time.	25	0	0	Yes	5	0
	Mass Rejuvenation	Magic 28	The caster channels a stream of rejuvenating energy to all members of the party, significantly increasing mana and stamina regeneration for a short duration.	45	0	0	No	90	0
Chain 3	Heroic Offense	None	The caster enhances an ally's aptitude in battle, granting a bonus to attack.	20	0	0	Yes	5	0

Heroic Aura	Magic 15	The caster sheathes an ally in an aura that completely shrugs off most missile attacks for a moderate duration.	30	0	0	Yes	5	0
Heroic Defense	Magic 20	The caster shields an ally with magic, granting bonuses to defense, cold resistance, electricity resistance, fire resistance, nature resistance, and spirit resistance, although at a penalty to fatigue, meaning that the ally's talents or spells will cost more to activate.	40	0	0	Yes	10	0

	Haste	Magic 30	While this mode is active, the caster imbues the party with speed, allowing them to move and attack significantly faster, although the spell also imposes a small penalty to attack and drains mana rapidly while in combat.	0	60	10	Yes	30	0
Chain 4	Spell Wisp	None	The caster summons a wisp that grants a small bonus to spellpower for as long as this mode is active.	0	30	5	No	5	0

Grease	Magic 20	The caster summons a grease slick that slows anyone who walks on it, as well as causing them to slip unless they pass a physical resistance check. If the grease is set on fire, it burns intensely for a time. Friendly fire possible.	25	0	0	Yes	20	7.5
Spellbloom	Magic 23	The caster creates an energizing bloom of magic that grants anyone nearby, friend or foe, a bonus to mana regeneration.	25	0	0	Yes	30	10

	Stinging Swarm	Magic 33	A swarm of biting insects descend on the target, dealing a large amount of damage over a short time. If the targeted creature dies before the swarm dissipates, the insects will jump to another nearby enemy.	50	0	0	Yes	30	0

Show Spirit School

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Spirit School									
Chain 1	Mana Drain	None	The caster creates a parasitic bond with a spellcasting target, absorbing a small amount of mana from it.	0	0	0	Yes	10	0
	Mana Cleanse	Magic 18	The caster sacrifices personal mana to nullify the mana of enemies in the area.	40	0	0	Yes	20	10

	Spell Might	Magic 25	While in this mode, the caster overflows with magical energy, making spells more powerful, but expending mana rapidly and suffering a penalty to mana regeneration.	0	60	5	No	10	0
	Mana Clash	Magic 33	The caster expels a large amount of mana in direct opposition to enemy spellcasters, who are completely drained of mana and suffer spirit damage proportional to the amount of mana they lost.	50	0	0	Yes	40	10
Chain 2	Mind Blast	None	The caster projects a wave of telekinetic force that stuns enemies caught in the sphere.	20	0	0	No	30	5

Force Field	Magic 18	The caster erects a telekinetic barrier around a target, who becomes completely immune to damage for the duration of the spell but cannot move. Friendly fire possible.	40	0	0	Yes	30	0
Telekinetic Weapons	Magic 23	While this mode is active, the caster enchants the party's melee weapons with telekinetic energy that increases armor penetration. The bonus to armor penetration is based on the caster's spellpower and provides greater damage against heavily armored foes.	0	50	5	Yes	5	0

	Crushing Prison	Magic 30	The caster encloses a target in a collapsing cage of telekinetic force, inflicting spirit damage for the duration and possibly shattering those that have been petrified or frozen solid.	60	0	0	Yes	60	0
Chain 3	Spell Shield	None	While this ability is active, any hostile spell targeted at the caster has a 75% chance of being absorbed into the Fade, draining mana instead. Once all mana has been depleted, the shield collapses.	0	45	5	No	10	0
	Dispel Magic	Magic 18	The caster removes all dispellable effects from the target. Friendly fire possible.	25	0	0	Yes	2	0

	Anti-Magic Ward	Magic 25	The caster wards an ally against all spells and spell effects, beneficial or hostile, for a short time.	40	0	0	Yes	30	0
	Anti-Magic Burst	Magic 33	This burst of energy eliminates all dispellable magical effects in the area. Friendly fire possible.	40	0	0	Yes	30	7

Chain 4	Walking Bomb	None	The caster magically injects a target with corrosive poison that inflicts continual nature damage. If the target dies while the effect is still active, it explodes, damaging all targets nearby. Although this spell is related to Virulent Walking Bomb, the magic behind the two does not interact; a target cannot be infected with both. Friendly fire possible.	30	0	0	Yes	20	0
	Death Syphon	Magic 20	While this mode is active, the caster draws in nearby entropic energy, draining residual power from any dead enemy nearby to restore the caster's mana.	0	45	5	No	10	5

Virulent Walking Bomb	Magic 25	The caster magically injects a target with corrosive poison that inflicts continual nature damage. If the target dies while the effect is still active, it explodes, damaging nearby targets and possibly infecting them in turn. Although this spell is related to Walking Bomb, the magic behind the two does not interact; a target cannot be infected with both. Friendly fire possible.	40	0	0	Yes	40	0

	Animate Dead	Magic 33	The caster summons a skeleton minion from the corpse of a fallen enemy to fight alongside the party for a short time, although, as a puppet of the caster, it will not use any talents or spells without specific instruction.	0	80	10	No	60	0

Show Entropy School

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Entropy School									
Chain 1	Disorient	None	The caster engages in subtle mental manipulation that disorients the target for a short time, making the target a less effective combatant by inflicting penalties to attack and defense.	20	0	0	Yes	10	0

Horror	Magic 18	The caster forces a target to cower in fear, unable to move, unless it passes a mental resistance check. Targets already asleep when the spell is cast cannot resist its effect and take massive spirit damage.	40	0	0	Yes	20	0
Sleep	Magic 30	All hostile targets in the targeted area fall asleep unless they pass a mental resistance check, although they wake when hit. Sleeping enemies cannot resist the Horror spell, which will inflict additional damage.	35	0	0	Yes	50	10

	Waking Nightmare	Magic 32	Hostile targets are trapped in a waking nightmare unless they pass a mental resistance check. They are randomly stunned, attack other enemies, or become the caster's ally for the duration of the effect. Enemies that are already asleep cannot resist.	40	0	0	Yes	40	5
Chain 2	Drain Life	None	The caster creates a sinister bond with the target, draining its life energy in order to heal the caster.	20	0	0	Yes	10	0
	Death Magic	Magic 20	While active, the caster draws in nearby entropic energy, draining residual life-force from any dead enemy nearby to heal the caster.	0	45	5	No	10	5

	Curse of Mortality	Magic 25	The caster curses a target with the inevitability of true death. While cursed, the target cannot heal or regenerate health and takes continuous spirit damage.	40	0	0	Yes	60	0
	Death Cloud	Magic 34	The caster summons a cloud of leeching entropic energy that deals continuous spirit damage to all who enter. Friendly fire possible.	50	0	0	Yes	60	10
Chain 3	Vulnerability Hex	None	The target suffers a hex that inflicts penalties to cold resistance, electricity resistance, fire resistance, nature resistance, and spirit resistance.	20	0	0	Yes	20	0

	Affliction Hex	Magic 20	A contagious hex inflicts penalties to cold resistance, electricity resistance, fire resistance, nature resistance, and spirit resistance on the target and all other enemies nearby.	40	0	0	Yes	20	10
	Misdirection Hex	Magic 28	The target suffers a frustrating hex of inaccuracy. All hits become misses, while critical hits become normal hits.	45	0	0	Yes	40	0
	Death Hex	Magic 36	The target suffers a hex of lethal bad luck. Every normal hit it suffers becomes a critical hit.	60	0	0	Yes	60	0

Chain 4	Weakness	None	The caster drains a target of energy, inflicting penalties to attack and defense, as well as reducing its movement speed unless it passes a physical resistance check.	20	0	0	Yes	10	0
	Paralyze	Magic 18	The caster saps a target's energy, paralyzing it for a time unless it passes a physical resistance check, in which case its movement speed is reduced instead.	35	0	0	Yes	30	0

Miasma	Magic 25	While this mode is active, the caster radiates an aura of weakness, hindering nearby enemies with penalties to attack and defense. Unless the opponents pass a physical resistance check, they also suffer a penalty to movement speed.	0	60	5	No	30	0
Mass Paralysis	Magic 35	All hostile targets in the area are paralyzed for a short time unless they pass a physical resistance check, in which case their movement speed is reduced instead.	70	0	0	Yes	50	8

Show Power of Blood School

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Power of Blood School (downloadable content only)									
Chain 1	Dark Sustenance	None	A self-inflicted wound lets the mage draw from the power of tainted blood, rapidly regenerating a significant amount of mana but taking a small hit to health.	40 Health (gains 100 mana)	0	0	No	60	0
	Bloody Grasp	None	The mage's own tainted blood becomes a weapon, sapping the caster's health slightly but inflicting spirit damage on the target. Darkspawn targets suffer additional damage for a short period.	15	0	0	Yes	10	0

Specializations



Each class has three specializations (out of six) that they can learn during the game. Your first specialization can be learned at level 7; your second at level 14; and your third at level 22. Some specializations are difficult to achieve, but very rewarding if you gain one. As long as the specific abilities fit with your play style and character breakdown, a specialization is generally worth spending points in over regular spells.

Mage Specialization Manual Locations

In Awakening, all your new specializations are learned from manuals. Track them down at the following locations:

Battlemage Manual: Ambassador Cera in the throne room of Vigil's Keep

Blood Mage Manual: Dwarven bartender in Amaranthine's Crown and Lion Inn

Keeper Manual: Henley's Apothecary in Amaranthine

You should definitely experiment with specializations. A pure healer could, for example, specialize in Shapeshifter to add some offense to the mix and some defense if they generate too much threat. Here are some suggested play style fits for the six specializations:

Arcane Warrior

Primary: Melee/ranged mage (standard ranged spells with Arcane Warrior abilities for melee component)

Secondary: Mana powerhouse (use Fade Shroud to regenerate mana faster) or tanking capability

Blood Mage

Primary: Enemy control (use Blood Control to possess enemies to fight for you)

Secondary: Health resilient (use Blood Sacrifice to heal self along with standard healing spells)

Shapeshifter

Primary: DPS mage (Shapeshifter melee attacks complement ranged spells)

Secondary: Health resilient (use Flying Swarm to avoid health damage)

Spirit Healer

Primary: Main party healer (Group Heal essential for party survival)

Secondary: Savior (return dead comrades to life with Revival)

Keeper

Primary: Natural powerhouse (create a small area that taps into the powers of nature)

Secondary: Rooter (paralyze foes with vines and roots)

Battlemage

Primary: Combat veteran (wade into melee with greater healing and damage capabilities)

Secondary: Freezer burn (damage and freeze enemies stone cold)

Mage Specializations

Show Specializations

Talent Name	Prerequisite Level	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Specialization: Arcane Warrior								
Combat Magic	7	While this mode is active, the Arcane Warrior channels magic inward, trading increased fatigue for an attack bonus and the ability to use spellpower to determine combat damage. Aura of Might and Fade Shroud improve the effects. Additionally, regardless of whether the mode is active, an Arcane Warrior who has learned this spell may use the magic attribute to satisfy the strength requirement to equip higher-level weapons or armor.	0	50	50	No	10	0

Aura of Might	12	The Arcane Warrior's prowess with Combat Magic grows, granting additional bonuses to attack, defense, and damage while in that mode.	0	0	0	No	0	0
Shimmering Shield	14	The Arcane Warrior is surrounded by a shimmering shield of energy that blocks most damage and grants large bonuses to armor and all resistances. When active, however, the Shimmering Shield consumes mana rapidly.	0	40	5	No	30	0

Fade Shroud	16	The Arcane Warrior now only partly exists in the physical realm while Combat Magic is active. Spanning the gap between the real world and the Fade grants a bonus to mana regeneration and a chance to avoid attacks.	0	0	0	No	0	0
Specialization: Blood Mage								
Blood Magic	7	For as long as this mode is active, the Blood Mage sacrifices health to power spells instead of expending mana, but effects that heal the Blood Mage are much less effective than normal.	0	0	5	No	10	0

Blood Sacrifice	12	The Blood Mage sucks the life-force from an ally, healing the caster but potentially killing the ally. This healing is not affected by the healing penalty of Blood Magic.	0	0	0	Yes	15	0
Blood Wound	14	The blood of all hostile targets in the area boils within their veins, inflicting severe damage. Targets stand twitching, unable to move unless they pass a physical resistance check. Creatures without blood are immune.	40	0	0	Yes	20	10

Blood Control	16	The Blood Mage forcibly controls the target's blood, making the target an ally of the caster unless it passes a mental resistance check. If the target resists, it instead takes great damage from the manipulation of its blood. Creatures without blood are immune.	40	0	0	Yes	40	0
Specialization: Shapeshifter								

Spider Shape	7	The Shapeshifter can transform into a giant spider, gaining a large bonus to nature resistance as well as the spider's Web and Poison Spit abilities. The caster's spellpower determines how powerful the form is. With Master Shapeshifter, the mage becomes a corrupted spider, growing still stronger and gaining the Overwhelm ability.	0	50	5	No	90	0

Bear Shape	8	The Shapeshifter can transform into a bear, gaining large bonuses to nature resistance and armor as well as the bear's Slam and Rage abilities. The caster's spellpower further enhances this bear's statistics and abilities. With Master Shapeshifter, this form transforms the caster into a powerful bereskarn and gains the Overwhelm ability.	0	60	5	No	90	0

Flying Swarm	10	The Shapeshifter's body explodes into a swarm of stinging insects that inflict nature damage on nearby foes, with the damage increasing based on the caster's spellpower and proximity. While in this form, the caster gains Divide the Storm, and any damage the Shapeshifter suffers is drawn from mana instead of health, but the caster regenerates no mana. The swirling cloud of insects is immune to normal missiles and has a very good chance of evading physical attacks but is extremely vulnerable to fire. With Master	0	30	5	No	60	0

Master Shapeshifter	12	Mastery of the shifter's ways alters the forms of Bear Shape and Spider Shape, allowing the caster to become a bereskarn and a corrupted spider, both considerably more powerful than their base forms. In those forms, the Shapeshifter also gains Overwhelm. Additionally, the Flying Swarm shape drains health from foes whenever the main swarm inflicts damage.	0	0	0	No	0	0
Specialization: Spirit Healer								
Group Heal	7	The caster bathes allies in benevolent energy, instantly healing them by a moderate amount.	40	0	0	Yes	20	0

Revival	8	The caster revives fallen party members in an area, raising them from unconsciousness and restoring some health.	60	0	0	Yes	120	2
Lifeward	12	The caster places a protective ward on an ally that automatically restores health when the ally falls close to death.	55	0	0	Yes	30	0
Cleansing Aura	14	While this mode is active, waves of healing and cleansing energy emanate from the caster, restoring health to all nearby allies every few seconds and curing the injuries of allies very close to the caster.	0	60	5	No	30	10
Specialization: Keeper								

One with Nature	20	The Keeper's bond with the earth creates a defensive field that immobilizes the Keeper for as long as this spell is active, but inflicts nature damage and a penalty to movement speed on any enemy that enters the field.	0	80	10	No	10	0
Thornblades	22	The Keeper calls roots from beneath the earth to inflict physical damage on all enemies within the field created by One with Nature. The roots also knock enemies back unless they pass a physical resistance check.	60	0	0	No	30	10

Replenishment	25	No living thing can escape the cycle of life; all who fall return to the earth. The mage now regains some health whenever a Keeper spell inflicts damage. When an enemy dies within the field of One with Nature, the body is consumed, giving the mage a large bonus to health regeneration for a short time.	80	0	0	No	0	0
Nature's Vengeance	28	The Keeper summons gigantic roots from within the ground to attack all enemies in the area, impaling the opponents for a short time unless they pass a physical resistance check.	100	0	0	No	60	10
Specialization: Battlemage								

Draining Aura	20	The Battlemage thrives in the heat of combat, creating a field that drains life from nearby enemies to heal the mage for as long as the spell is active. Each time an enemy is drained, the spell consumes a small amount of the Battlemage's mana.	0	100	10	No	10	0
Hand of Winter	22	The Battlemage releases a burst of intense cold, damaging nearby enemies as well as freezing them unless they pass a physical resistance check, and inflicting a penalty to movement speed otherwise.	80	0	0	No	45	7.5

Stoic	25	The Battlemage has learned to harness pain and transform it into power, restoring mana whenever the mage suffers damage.	0	0	0	No	0	0
Elemental Chaos	28	The Battlemage creates a field of chaotic, swirling energy that continuously harms nearby enemies with damage from each of the elements in turn for as long as this spell is active. The spell consumes mana rapidly.	0	140	10	No	10	0

Gear



Mages might not get the pick of the litter for equipment, but the gear they do receive should pump up their main abilities if you shop correctly. Don't worry about defense too much; concentrate on bumping up your magic and willpower scores, or gaining spellpower points to enhance all spells, or adding mana boosts. The goal of all mages is to avoid drawing too much threat, and if you're achieving that goal, armor won't be too much of a factor. If you're worried about taking damage, invest in constitution to increase health and ward you against melee and ranged attacks. The same goes with weapons: don't pick a staff based on DPS; pick one that increases your main attributes. Also, think about your spell preferences. If you invest in fire spells, for example, a ring that generates extra fire damage is a huge boon.

There's more mage gear than you could ever hope to equip in a single play. The general rule of thumb is to wait for loot that serves as an upgrade and snatch it up. If you have extra coin to buy a nice gear upgrade, feel free to spend away, though most of the low-level equipment will be easily replaced by future loot, and the high-level equipment is very expensive (generally bought before a run at the Mother).

Note: In Awakening, it's out with the old and in with the new. As you journey toward level 35, here are some key items to seek out. Keep in mind that ideal gear varies based on your play style and role in the party. If, for example, you want a high-damage mage, look for the magic attribute or specific damage bonuses based on your school (generally fire, cold, or spirit). If your mage does a lot of healing, willpower for extra mana is your treasured trait. We've suggested excellent possibilities in each item category. For more possibilities and complete stats on each item, see the Equipment chapter.

Ideal Mage Equipment

Item Type	Item 1	Item 2
Staves	Staff of the Lost	Spellfury
Daggers	Voice of Velvet	—
Mage Robes	Spellminder	Robes of the Architect
Light Chest Armor	Vest of the Nimble	Rainswept
Light Helmets	Cap of the Nimble	—
Mage Helmets	Toque of the Oblivious	—
Light Boots	Mage's Running Boots	Fadewalker
Light Gloves	Oven Mitts	—
Amulets	Illumination	Seeker's Chain
Belts	Belt of the Architect	Sash of Power
Rings	Ring of Mastery	Ring of Discipline

Party Responsibilities



Ask yourself two questions when playing a mage: "Are you primarily a damage-dealer or a healer?" and "Are you the only mage in the party?" If you want to perform the damage role, you will naturally concentrate on ways to harm your opponent. If you want to play the role of healer, regeneration and rejuvenation spells are in order. If you're the only mage in the party, you must take some healing spells as part of your repertoire.

Another important question: "What need do you fulfill best?" Perhaps, you may look at your other three companions and fill in the void that they lack. For example, if you have a warrior concentrating on two-handed weapons, a backstabbing rogue, and your sword-and-shield tank, DPS would seem to be covered while healing/party buffs are lacking. On the flip side, if you have a Spirit Healer such as Anders in the group, you can stretch out to damage spells and maybe supplement his talents with a heal or two.

In the end, though, choose the role that you want your mage to be and work the team around that. If you want to play DPS, go for it and make sure you have one of your other mages

involved in the healing role. If you want to play the healer, make sure you have another DPS-driven companion. If you want to play a little DPS and a little healing, you might be able to swing it as a single mage, or you may need help from one of the companion mages; it all depends on your combat style and tactics.

One thing all mages should strive for is to remain in the background and avoid threat whenever possible. You aren't built for melee combat (unless you spec an Arcane Warrior properly), and if you draw threat, you will die quickly. Don't pull targets away from your tank, except, possibly, if they are near death and easy kills.

The mage ranks highest of the three classes in versatility. You can deal damage, heal, control large enemy groups, buff your party, and more. Save your mana for the right reactions at the correct times and you'll excel in this class. So long as you remember not to lead the battle charge, your magic will work wonders in fights.

Role Models

What role will you play in your party? With tons of spells to choose from and six specializations, you can make myriad mages. Don't feel constrained to play according to the following mage models to the letter; strive for these ideals, but leave room for your own innovation. These are basic models for a DPS mage, healer, or blend mage who balances offense and defense. Each shows you how to choose your spells up to level 30, what spell chains are effective, how specializations fit in, and sample combat strategies for that model. Strive for these ideals, but leave room for your own innovation.

Note: If you create a new Grey Warden, you have 21 points to spend, which actually puts you one point ahead of these charts. So if you follow these charts, you'll have one extra point to spend on what you like.

Tip: In Awakening, some amazing new talents become available to you once you reach level 20. Although you can still choose from Origins talents, we recommend focusing on the new Awakening abilities as soon as you're able to add high-level talents.

DPS Mage Model

Level	Spell/Talent
0	Arcane Bolt
1	Flame Blast, Heal
2	Flaming Weapons
3	Fireball
4	Spell Wisp
5	Grease
6	Walking Bomb
7	Death Syphon—First Specialization Available at This Level
8	Arcane Shield
9	Staff Focus
10	Arcane Mastery
11	Virulent Walking Bomb
12	Inferno
13	Lightning
14	Spider Shape —Second Specialization Available at This Level (Shapeshifter)

15	Bear Shape (Shapeshifter)
16	Flying Swarm (Shapeshifter)
17	Master Shapeshifter
18	Animate Dead
19	Rejuvenate
20	Fade Shield
21	Elemental Mastery
22	Repulsion Field—Third Specialization Available at This Level
23	One with Nature
24	Attunement
25	Thornblades
26	Replenishment
27	Time Spiral
28	Nature's Vengeance
29	Invigorate
30	Mystical Negation

DPS Mage Model



Overview: A DPS mage deals heavy damage from medium to long range. He generally concentrates in the Primal and Spirit schools.

Leveling: What does a DPS mage do best? Damage. Naturally, then, you should start off with a Primal chain. In this case, we'll choose the Fire chain, mostly because Fireball is such a great AoE damage spell. You could, of course, start with any of the Primal chains. (The Earth chain, however, may prove a little troublesome at its first rank; it's the only Primal chain that doesn't start out with a damage spell.)

Spending Your DPS Mage's Attribute Points

When you start a new character in Awakening, you have 62 attribute points to spend on your level 18 character. Depending on how you want to play your character and what skills/spells you take, you may spend more or less points on individual attribute scores, but this is a good base model for a DPS mage's initial points distribution:

Willpower: 16 points

Magic: 36 points

Constitution: 10 points

Invest in Flame Blast to start the Fire chain and give you an additional attack to Arcane Bolt (all mages start with this basic attack). Pick up Heal as well. Yes, it's a defensive spell, but every mage should carry it to save allies or themselves in a pinch. Take Flaming Weapons for some melee support. Once you learn Fireball, you can roast enemy groups from a great distance. You have fine weapons already, so long as you don't run into fire-resistant mobs.

Choose Spell Wisp and the second spell in that chain, Grease. Spell Wisp increases spellpower, which augments all your damage spells, and Grease causes enemies to slip if they miss a physical resistance check (crowd control) and the slick surface can be set on fire for extra damage, making it a perfect combo for your fire-based spells.

Start your second damage chain with Walking Bomb. This gives you a separate source of poison damage (and sets you up for another lethal AoE attack). The follow-up to Walking Bomb, Death Syphon, restores mana; it's always handy in longer battles.

Now fill out the standard Mage school. Arcane Shield helps divert incoming attacks, giving you some more defense. The overlooked Staff Focus powers up your basic staff attack, which you always use as back-up damage when your mana runs low. The real reason for running these spells in a row here is to ensure that you pick up Arcane Mastery at its earliest availability. Because Arcane Mastery grants a permanent bonus to spellpower, it makes all your DPS stronger no matter what spell you choose.

Next, maximize your two damage chains. Virulent Walking Bomb functions similar to Walking Bomb with one big difference: when targets explode, they have a chance to infect other enemies and start a chain reaction of explosions. Inferno, the top of the Fire chain, engulfs an entire area in continuous flame and will decimate enemies if they can't escape to the cooler perimeter. Note that you need 34 magic to access Inferno.

Branch out into a third damage chain, Lightning. Two separate damage sources are usually enough, but if you rotate three, you should always have a damage spell available as long as your mana lasts.

Try out the Shapeshifter specialization with Spider Shape. With a DPS mage who really wants to hammer out lots of damage, it's best to go with your core damage spells early and slip into a specialization. The Shapeshifter specialization lets you deal melee DPS, which is fantastic for when your mana runs low or if you find yourself under direct melee attack. To gain all the

creature abilities from Shapeshifter, we'll invest four points in a row to the specialization, though you could spread them out through level 20 if you like.

At levels 18 through 20, you should fill in with whatever tickles your fancy. At level 18, we pick up Animate Dead to finish off the Walking Bomb chain and gain some combat allies in the process. For level 19, select Rejuvenate; its effect on a party member's stamina/mana is invaluable backup for a healer. By level 20, you have three separate damage chain nearly maxed out, some good support spells, and an entire specialization at your disposal, with one extra point to spend as you wish.

At level 20, invest in the new Mage spell Fade Shield and work your way up to Elemental Mastery at level 21, Attunement at level 24, and Time Spiral at level 27. These are the best spells for a high-level mage looking to maximize damage.

Fill in level 22 with Repulsion Field from the other new Mage school chain. It's a highly effective defensive spell against swarming creatures and may give you the breathing room you need to deal with a threatening group one by one.

At level 23, go with your second specialization: Keeper. One with Nature sets up an area around you that damages enemies and slows them. It also roots you in place, but that's not usually a big deal because you don't plan on moving much with a handful of ranged spells at your disposal. Level 25's Thornblades, level 26's Replenishment, and level 28's Nature's Vengeance fill out the specialization and load you up with rooting, healing, and more damage against enemies closer to you.

At level 29, spend a spell point on Invigorate. You may not want to drain through your mana in most situations, but it's good to have in an emergency where your allies are desperate for stamina/mana. Finally, at level 30, select Mystical Negation.

Spell Choices: Fire spells serve as your primary AoE if you have the space to deal damage to your foe without catching the party in friendly fire. The Spell Wisp chain gives you extra spellpower and a crowd control spell in Grease. The Walking Bomb chain focuses on another cycle that can serve as either single-target damage or AoE damage. The Lightning chain gives you a third damage alternative, the effect of bouncing from one target to the next, and another option to avoid cooldown problems.

Specialization: Shapeshifter provides melee DPS so you can conserve on mana and defend yourself if under direct attack. Spider Shape has an effective Web snare, Bear Shape offers a good Overwhelm ability, and Flying Swarm turns into an AoE attack that also protects you from physical damage (all damage comes off your mana instead). Master Shapeshifter improves all forms, and you can hold your own against less powerful mobs. Your higher-level specialization give you more versatility. The Keeper abilities lock down nearby enemies, while harming them and healing you.

Battle Tactics: Your standard tactic is to deal steady damage to enemies without pulling so much threat that the enemies escape your tank's hold and charge toward you. With that in

mind, you may have to delay a few seconds at the start of the fight, or during the fight, depending on the enemy position and your tank's ability to lock down the threat.

Your general spell cycle will be Fireball (if you won't hit your party with friendly fire), Walking Bomb, Arcane Bolt, and Lightning (if you've reached level 13 or higher). A neat trick inside dungeons is to open a door and hurl a Fireball at enemies on the far side of the room. The explosion consumes the room and the walls prevent the burst from burning your party; just cast it well away from the door.

Similarly, you can use your higher damage spells, such as Tempest, to hurt enemies you can't even see. Target the spell around a corner or inside another room (if the door is open) and let it rip. Enemies inside will take tons of damage or come running out into your well-positioned party's ambush.

An important part of your job may be to contain rather than destroy. Think of Grease whenever you see a large group ready to flank your party, or if something unexpected happens, such as your tank getting stunned and losing threat. Grease will delay most of the enemies, and you can always follow up with a Flame Blast to ignite the oil and cause great pain to the enemy.

If you're playing pure DPS, you should have another mage, a healer, in your party too. They can do the heavy lifting when it comes to healing and keep the party alive. However, don't ignore the supplemental healer role. In tough fights, throw a Heal into your rotation. If your primary healer is having trouble, you may even heal after every other damage spell. As soon as that Heal spell becomes active, glance at everyone's health bars and kick it off if wounds are piling up. Yes, you are a master DPSer, but if you are the only one standing, it won't do you much good.

Healer Mage Model

Level	Spell/Talent
0	Arcane Bolt
1	Heal, Rejuvenate
2	Regeneration
3	Winter's Grasp
4	Spell Shield
5	Dispel Magic
6	Arcane Shield
7	Group Heal (Spirit Healer)—First Specialization Available at This Level
8	Revival (Spirit Healer)
9	Staff Focus
10	Arcane Mastery
11	Mass Rejuvenation
12	Lifeward (Spirit Healer)
13	Frost Weapons
14	Cleansing Aura (Spirit Healer)—Second Specialization Available at This Level
15	Cone of Cold
16	Blizzard
17	Vulnerability Hex
18	Affliction Hex
19	Force Field
20	Fade Shield
21	Elemental Mastery
22	Attunement—Third Specialization Available at This Level

23	Draining Aura
24	Hand of Winter
25	Time Spiral
26	Repulsion Field
27	Invigorate
28	Arcane Field
29	Stoic
30	Elemental Chaos



Overview: A healer focuses on health regeneration and rejuvenation. These mages generally concentrate in the Creation school.

Leveling: A healer should concentrate in the Creation school, at least until they reach Regeneration and have two solid heals.

Spending Your Healer's Attribute Points

When you start a new character in Awakening, you have 62 attribute points to spend on your level 18 character. Depending on how you want to play your character and what skills/spells you take, you may spend more or less points on individual attribute scores, but this is a good base model for a healer's initial points distribution:

Willpower: 28 points

Magic: 34 points

Pick up Heal and Rejuvenate. Heal will be your staple health spell; Rejuvenate helps to restore stamina for warriors and mana for mages. If you increase your magic attribute correctly, you can net Regeneration. It's crucial to have at least two healing spells; otherwise, while Heal is

on cooldown, a party member could become gravely wounded and you'll have no healing to help him.

Every healer should have a form of damage as well. In addition to your standard Arcane Bolt, we'll pick up Winter's Grasp. The Cold chain has the built-in effect of freezing a target in place, which serves to slow down foes and help out on defense; this defensive component complements your healing role.

Next, branch out into the Spirit school. Spell Shield comes first as a potential defense against hostile spells, but it's really a prerequisite for Dispel Magic. This is always handy to remove enemy effects on party members, Dispel Magic proves critical to remove Curse of Mortality, which prevents healing and will kill party members if you don't eliminate it fast.

Pick up Arcane Shield. Much like Spell Shield, it's extra defense that may come into play in certain fights, but it's mostly a prerequisite to ramp up to Arcane Mastery later.

No matter what you have to do, you want to gain the Spirit Healer specialization as soon as you can. The first spell in the chain, Group Heal, is the most important spell as a healer. The ability to heal all your party members at once will turn the tide in many battles. The Spirit Healer ability Revival may tip the battle scales in your favor when one of your companions drops and you can bring them back from the brink of death.

Fill out your basic Mage school. Choose Staff Focus and Arcane Mastery. Arcane Mastery will augment all your healing spells, which is a very good thing for your party's health.

Mass Rejuvenation comes in big in long battles where everyone needs a boost to stamina and mana. This fills out your main Heal chain.

Grab Lifeward from Spirit Healer. It's another healing spell that works when a companion's near death: a nice luxury to throw on a tank, or someone else that you can't heal immediately.

Frost Weapons inches you up in the Cold chain and lets you boost your party's offense if it looks to be a light fight that won't require much healing.

Cleansing Aura finishes off the Spirit Healer specialization. It's an AoE healing effect, which also cures injuries (and saves on buying injury kits!).

Fill out your Cold chain with Cone of Cold and Blizzard. You won't blast an area too much with Blizzard unless your party is desperate for damage, but you will fire off a Cone of Cold once in a while. Cone of Cold also freezes targets in place, and if your enemies aren't attacking, you don't have to spend mana healing.

Your final four slots leading up to level 20 can go to any spell chain you like. We'll start the Hex chain: Vulnerability and Affliction. The hexes can reduce attack percentages against your party (as well as enemy defenses), which plays to your strength as the group's main defender. At level 18, there's one extra point to spend as you wish.

Choose Force Field at level 19 for the ultimate damage-preventer. It may nullify an ally's offensive production for 30 seconds, but it also makes them invulnerable for that time frame. When someone's nearly down and out, cast Force Field, followed by Regeneration and your ally's health will slowly tick back up near full without further fuss from you.

At level 20, cash in on the first of the new Mage spells: Fade Shield, which boosts your Arcane Shield if you run into trouble. Level 21's Elemental Mastery will serve up extra damage when you use your cold spells, but it's really a stepping stone to reach level 22's Attunement. With gains to magic, willpower, and mana regeneration, what self-respecting healer wouldn't die for this upgrade? At level 25, the cooldown-resetting Time Spiral is a wonder for a healing mage. Imagine being able to cast back-to-back Group Heals.

When you reach levels 23 and 24, begin the Battlemage specialization with Draining Aura and Hand of Winter. Complete the Battlemage specialization with Stoic at level 29 and Elemental Chaos at level 30.

At level 26, pick up Repulsion Field, a highly effective defensive spell against swarming creatures that may give you the breathing room you need to deal with a threatening group. Invigorate at level 27 can boost your allies' stamina/mana in desperate situations (at the expense of your own mana). Choose Arcane Field at level 28; while active the mage radiates arcane projectiles that deal spirit damage.

Spell Choices: Your Heal chain will be the most active as you cycle back and forth between Heal and Regeneration throughout all future battles. The Cold chain gives you offense and defense, because foes may be frozen in place after you hit them with Winter's Grasp or Cone of Cold. Dispel Magic comes out automatically as soon as one of your companions falters to a lingering negative spell effect. At higher levels, your Hex chain supplements your main strategy with spells that reduce the effectiveness of the enemy against your party, and the new Mage school spells boost your overall effectiveness.

Specialization: Spirit healer is paramount. Seek it out as soon as you unlock the specialization potential. Group Heal proves super effective, healing everyone at once. Revival brings a companion back into the fight who would have been useless otherwise. Lifeward prevents an overwhelming amount of damage from finishing off an ally, while Cleansing Aura generates continuous health to all around you.

Battle Tactics: All good healers know to stay out of the heat of battle and focus not on spilling enemy blood, but on staunching the blood on your companions' tunics. Stay out of the main confrontation so as not to draw the attention of your foes. Don't waste mana on offense except in dire circumstances where you need to kill something before it kills you, or possibly minor fights where the outcome is never in doubt. Before you leave one encounter for the next, make sure your mana has topped back off.

Learn your allies' armor and health reserves. If you misjudge someone's threshold for damage, they may end up dead before you can heal them. With some practice, you will know when to

fire off a Heal to bring a companion back to full health without wasting healing that goes above their max health rating.

Cycle through Heal and Regeneration, throwing in any other healing you have for longer fights. Preventive healing is a good idea; it keeps your companions' health high and avoids the problem of direly needing a heal that's unavailable on cooldown.

Once you gain Group Heal, master it. It's great to use when multiple party members are taking damage: you cast an economical heal that saves several people at once. You can counteract big bursts of damage that wound your team, such as traps or an unexpected Chain Lightning from an enemy spellcaster. Should multiple party members start taking damage over time—such as from a dragon's firebreathing—Group Heal helps boost everyone's health at once and keep the party out of immediate danger.

Heal as often as seems feasible. Unlike a DPS mage, you can't afford to heal conservatively to avoid threat if companions are at risk. Be sure to stock up on lyrium potions to replenish mana. If a DPS mage comes up dry, you might rely on the warrior to belt out the extra damage; if your healer gets stuck on empty, you had better win the fight in a matter of seconds or someone might not make it.

Blend Mage Model

Level	Spell/Talent
0	Arcane Bolt
1	Heal, Rock Armor
2	Stonefist
3	Earthquake
4	Mind Blast
5	Force Field
6	Arcane Shield
7	Combat Magic (Arcane Warrior)—First Specialization Available at This Level
8	Petrify
9	Staff Focus
10	Arcane Mastery
11	Telekinetic Weapons
12	Aura of Might (Arcane Warrior)
13	Crushing Prison
14	Shimmering Shield (Arcane Warrior)—Second Specialization Available at This Level
15	Lightning
16	Fade Shroud (Arcane Warrior)
17	Rejuvenate
18	Regeneration
19	Chain Lightning
20	Draining Aura (Battlemage)
21	Repulsion Field
22	Hand of Winter (Battlemage)—Third Specialization Available at This Level
23	Fade Shield
24	Elemental Mastery
25	Stoic (Battlemage)
26	Attunement
27	Invigorate
28	Elemental Chaos (Battlemage)
29	Time Spiral
30	Arcane Field



Overview: A blend mage has the most versatility, splits talents between offense and defense, and may pull spells from all schools.

Leveling: Choose two defensive spells: Heal and Rock Armor. As with all mages, Heal serves as health rejuvenation whenever someone needs a boost. Rock Armor gives you an armor bonus, which you'll need because a blend mage draws more threat and enters melee more than the average mage.

Spending Your Blend Mage's Attribute Points

When you start a new character in Awakening, you have 62 attribute points to spend on your level 18 character. Depending on how you want to play your character and what skills/spells you take, you may spend more or less points on individual attribute scores, but this is a good base model for a blend mage's initial points distribution:

Willpower: 14 points

Magic: 36 points

Constitution: 12 points

You'll take two offensive spells: Stonefist and Earthquake. Stonefist is a great offensive spell that pummels a single enemy with damage and can knock it off its feet. Earthquake will be your staple AoE attack. Note that you could take any main damage chain here (fire, cold, or electricity).

Next, enter the Mind Blast chain. Mind Blast can play out hugely when surrounded by large groups. Stun them to prevent a swarm on you, or to give your companions more time to get into position and wield their best attacks. Perhaps the best defensive spell in the game, Force Field nullifies all damage against you or a targeted ally for a short duration. You can almost stack Force Fields one after the other and keep a target alive against ridiculous damage—the only drawback is the target of the Force Field can't react in any way while defended.

Pick up Arcane Shield as added defense and the second step toward Arcane Mastery.

With this blend build, we want the Arcane Warrior specialization. Learn Combat Magic and suddenly you can equip high-level armor and weapons. You might not be a tank, but you're no slouch in combat any longer.

Next, boost your offense again. Petrify can be a single-target kill spell if they fail a physical resistance check. (Follow up Petrify with Stonefist for shattering results!) Staff Focus increases the damage done with your basic staff attack.

Arcane Mastery improves spellpower and thus increases the effectiveness of all spells.

Telekinetic Weapons enhances your companions' weapons, and even your melee weapon if you wade into melee as an Arcane Warrior. Aura of Might bolsters your attack, defense, and damage. Note that you need to reach 34 magic to access Aura of Might.

Your best offensive spell comes with Crushing Prison. Break this out against single foes and encase them in a prison that roots them to the spot and deals continuous spirit damage.

Shimmering Shield continues your Arcane Warrior abilities. The shield sucks up damage and cranks up resistances; it's great for melee fighting, but it drains mana quickly, so don't count on casting many spells in conjunction with your defense.

Pick up Lightning. It's another damage spell that gives you a new source of damage and single-foe targeting.

Finish off the Arcane Warrior specialization with Fade Shroud. While Combat Magic is active, Fade Shroud increases mana regeneration and gives a chance to avoid attacks.

Next, choose Rejuvenate, followed by Regeneration. You'll have one extra point to spend as you like at this point. Follow these with Chain Lightning at level 19.

At level 20, enter your second specialization: Battlemage. Pop Draining Aura in melee and nearby enemies take damage while healing you. Pick up the other Battlemage spells as soon as you can. Level 22's Hand of Winter serves as a mini-Cone of Cold in a complete circle around you. Level 25's Stoic increases your mana availability; each time you take a hit in combat, you gain mana. At level 28, Elemental Chaos damages nearby foes with each of the elements one after the other, which should hit at least one of the enemy's vulnerabilities.

Grab Repulsion Field at level 21. It's a great weapon in melee as you scatter throngs of enemies and knock some of their feet for easy pickings.

At level 23, pick up the other new Mage school spells. Fade Shield launches the chain, followed by Elemental Mastery at level 24 for extra damage, Attunement at level 26 for upgrades to your stats, and Time Spiral at level 29 to reset your cooldowns and reuse all your most powerful spells quickly.

Finish off your build with a tad more healing. At level 27 invest in Invigorate to help out an ally's dwindling stamina or mana pool (at the expense of your own mana).

At level 30, choose Arcane Field; when active, the mage radiates arcane projectiles that deal spirit damage.

Spell Choices: The Earth chain gives you lots of offensive options: single-target stun with Stonefist, AoE with Earthquake, and single-target kill with Petrify. Mind Blast and Force Field offer excellent defense, all on the way to your best offensive spell in Crushing Prison. The Lightning chain adds an extra damage dimension to your spell rotation, and the higher-level Mage spells improve your melee capabilities dramatically.

Specialization: Arcane Warrior drives this blend build. Rather than drop spells constantly, the Arcane Warrior mixes ranged DPS with defensive spells and hand-to-hand combat. Combat Magic gives the mage access to armor and weapons only the warrior class would normally have. Aura of Might bolsters stats across the board. Shimmering Shield can keep you alive in a melee fight, but will cut you off from spells as your mana drains away. On the opposite extreme, Fade Shroud will replenish your mana and help you avoid damage once you level high enough to unlock it. Your second specialization, Battlemage, dovetails nicely with Arcane Warrior. Because you're already heavy into the middle of melee, the close-contact Battlemage abilities come in handy in almost all situations.

Battle Tactics: Unlike your standard mage who stays in the rear, this blend mage isn't afraid to enter melee after he specializes in Arcane Warrior at level 7. Suddenly, the lowly mage can wear excellent armor and wield weapons normally above his pay grade. The specialization is worth it just for that benefit alone, and it gets better for a brawler mage when you add the next three talents.

On the spell end, your offensive rotation will usually go Earthquake or Chain Lighting (if you can avoid friendly fire), Arcane Bolt or Lightning, Stonefist (targeting any enemy heading directly for you), and Petrify or Crushing Prison for the kill (or against the strongest opponent). You can pick and choose the correct spell for the situation if you forgo pure spellcasting and slip into Arcane Warrior/Battlemage mode.

Your defensive spell rotation generally goes Rock Armor, Mind Blast or Repulsion Field (when enemies close), Heal or Regeneration (whenever necessary), and Force Field for all-out defense. You can do lots of tricks with Force Field. You can, of course, save someone from certain death with a handy Force Field. You can send a tank in against a difficult foe, let him pile on threat, then throw up a Force Field; the enemy will most likely stay on the tank while you deal with the surrounding enemies. Even better still, you can take on bosses yourself. Cast a major spell, such as Earthquake or Fireball, on the enemy and follow up with a few damage

spells to get him mad and fixated on you. As soon as the return damage heads your way, throw up a Force Field. While you're trapped in the Force Field, have a second mage cast Rejuvenate on you to replenish your lost mana (or quaff a lyrium potion as soon as you emerge from the Force Field). You can deal a ton of damage over a long time, while barely taking a nick.

As a blend mage, you can tap into anything, dabbling here and there. The idea is to learn a balance of offense and defense to jump into any situation with an answer in hand. To some degree, all good mages are blends.

The Rogue



The Rogue

You are flashing daggers and a snarl out of the shadows, savagery and subtlety, the jack-of-all trades for the party. A rogue slips into battle unseen and lethal, able to deal deadly damage from behind and escape harm when enemies take notice. When combat is over, the rogue is the only one who can penetrate locked doors and claim extra treasure from almost every dungeon.

The rogue sits between the warrior and the mage in terms of gear access. They can gain almost any suit of armor or weapon that a warrior gets; however, to do that would cost a ton of attribute points in strength and forgo points in dexterity and cunning that enhance most rogue talents. They certainly have higher DPS weapons and sturdier armor than mages.



Talents for a rogue fall into three main categories: Rogue, Dual Weapon, and Archery. The Rogue talents increase damage from backstabs and critical hits, teach you how to evade the enemy's mightiest blows, enable you to lockpick doors and chests, deactivate traps, and hide invisibly in the shadows through stealth. Dual Weapons gives the rogue a weapon in each hand for double the fun, and once they erase the penalties for wielding two weapons, rogues deal tremendous melee damage. If you don't want to go with melee, the rogue can lean toward Archery, where a single shot can stun multiple targets or split a hurlock skull in two.

Rogue specializations delve into a wide array of abilities. Assassin and Duelist give the melee DPSer more combat talents, with Assassin concentrating on pure damage-dealing and Duelist aiding defense as well. Bard is all about crowd control and party buffs. You can stun a single target or hold an entire group fixated on your song, or you can boost all your companions' stats. Ranger allows you to summon animal allies into a fight, adding a pet wolf, bear, or spider to your side. Legionnaire Scout turns your rogue into a tank, beefing up his or her defensive abilities. Shadow allows the rogue to further blend in with the darkness for defensive and offensive purposes.

If you like to play it a bit sinister and secret, yet go ruthlessly offensive once you dive into combat, the rogue class is for you. Outside of combat, your lockpicking and stealth abilities prove useful in innumerable situations. You will be the party's favorite companion just for the extra loot you find.

Strengths and Weaknesses



When an enemy has locked onto a tank and the rogue is free to backstab, you can deal out massive single target damage and kill things very quickly. A rogue should get into backstab position whenever possible. Out of combat, you can gain extra experience and loot from opening locked doors and chests. Enemies sometimes defend their lair with traps; the rogue not only detects them but also disarms them to avoid the brutal consequences from one misstep. Stealth aids a rogue in almost any situation; in combat, you can slip into the perfect position unseen by enemies, and out of combat, you can recon areas or bypass enemies with high enough skill. And rogues get a skill point every two levels, rather than every three.

Advantages

Single-target DPS

Lockpicking

Trap Detection and Disarmament

Stealth

Access to More Skill Points



Rogue defense is rather weak, because it's difficult, if not impossible, to wear heavier armor. Being hit by several mobs or a large boss will take you out pretty fast. This makes using AoE attacks difficult because they usually pull threat and get you killed fast unless your party includes an excellent tank. To be most effective, a rogue needs to be behind his target, which isn't always easy to do and may get you into a combat hotspot. You also don't have much defense against magic, other than going into stealth mode and trying to sneak up on enemy casters.

Disadvantages

Limited Defense

Must Get Behind Targets to be Most Effective

Generally Weak Against Magic Attacks

Attributes



Rogue-specific talents focus mostly on the dexterity and cunning attributes, and the weapon talents focus on dexterity and the Combat Training skill, so spend most of your points on dexterity. Early on, devote as many points as you need to dexterity to unlock the talents you wish to obtain; you can always fill in the other attributes later after you have your core talents well underway.

As for the other attributes, spend the required points in dexterity and spread the remainder of the points among cunning (requirement for many other rogue abilities), constitution (for resilience), willpower (for higher stamina), and strength (for power and armor requirements). Don't leave magic too far behind because spending points here will make potions more effective. Make sure to build strength to at least 20 so the character can use Tier 7 armor, and be in easy range of the higher tiers if need be, and dexterity to at least 36 if you plan on getting Dual-Weapon Mastery.

Rogue Attribute Bonuses

+4 Dexterity

+2 Willpower

+4 Cunning

Tip: Gear bonuses can amplify your attribute's strengths or offset any shortcomings. A ring, for example, that bulks up constitution could provide some extra health without costing any of your precious attribute points.

During character creation, feel free to choose a race based on the corresponding background you would like to play as a rogue. However, if maximizing your rogue stats appeals to you, choose a dwarf or human. A human rogue gives you a starting 15 dexterity and 15 cunning. Dwarves are only one point behind in cunning. The elven rogue is the third choice, because elves start with only 14 dexterity and 14 cunning.

Rogue Starting Attributes

Attribute	Human	Elf	Dwarf
Strength	11	10	11
Dexterity	15	14	15
Willpower	12	14	12
Magic	11	12	10
Cunning	15	14	14
Constitution	10	10	12

Once you choose your rogue's race, you begin with 62 points to add to your attributes. If you want a combat-oriented rogue, focus on dexterity and a little strength. If you want a rogue who concentrates on lockpicking and stealth, spend points on cunning and dexterity. See the model rogue templates at the end of the chapter for specific attribute/talent suggestions.

Skills



All rogues need to pick up Combat Training as soon as they can. Combat Training opens up the higher tier weapon talents, which you can't live without. Spend your first skill point here to vault up to at least Improved Combat Training. You need to reach Expert Combat Training by level 6 and Expert Combat Training by level 9 if you want to focus on combat talents.

Poison-Making can help improve your damage totals, so it's probably the second best rogue skill. Buy beyond the first rank to access stronger poisons and different special effects. You could also go the Trap-Making route and branch out a little more into AoE damage.

If you want more options during dialogue, especially to sway people's opinions or avoid certain fights, invest in Coercion. It's an incredibly useful skill in dialogue; it gives you story options that you won't get otherwise. Cunning opens up the Coercion skills, which fits in with many rogue talents.

Don't forget about Stealing. It focuses on a high cunning score, something rogues should have. Use the Stealing skill to grab gear not normally dropped by foes.

Note: Beyond your starting skills, you're likely to obtain 11-16 skill points throughout the game. Pick your three or four favorite skills and stick with them. If you spread your points too thin, you'll end up doing a bunch of things—but not well.

Rogue Skill Recommendations

Assuming you spend at least 11 skill points at the start of your career, here's a good spread to consider. Note that many other combinations could work better for you, so experiment!

Combat Training +4

Poison-Making +3

Coercion +3

Stealing +1

If you aren't directly playing your rogue companions and want one of them to run around independently, invest in Combat Tactics for extra tactics slots. The more tactic slots you open, the more you can shape how your companion behaves in battle. Inevitably, even if you plan on controlling your rogue during fights, there will be moments when you don't program your rogue's every move (or something more important is going on) and tactics come into play. One or two points should be good, or max it out if you want the character to go on autopilot.

Once you reach level 20, look for the three new Awakening skills: Runecrafting, Vitality, and Clarity. Runecrafting creates—you guessed it—runes, which can be added to certain magic weapons and armor to boost abilities. Vitality increases your health by 25 points for every skill point you spend on it. Clarity does the same for you on stamina. Depending on whether you take lots of damage in combat or use up your stamina quickly, you should invest at least a few skill points in Vitality, Clarity, or both.

Talents



Rogues have many areas to spend their points, but not enough points to develop them all (never mind the specializations). So what do you choose? Rogue-specific active and passive talents? Lockpicking and disarming traps? Stealth? The Dual Weapon talent school? The Archer talent school? A specialization or two? If you decide to let your focus slide on the weapon talent chains, you can still use dual weapons and bows, but you won't be nearly as efficient at it. You will be a master at stealth, lockpicking and disarming traps, and your other rogue-specific talents. In addition, you can spend fewer of your skill points on Combat Training and more on Poison-Making, Herbalism, Survival, Coercion, and Stealing. If you choose to focus on one of the weapon talent chains, some of your rogue-specific talents will suffer.

So what kind of rogue do you want to be? Does passing up locked treasure and rooms drive you nuts? Do you love being able to stealth through places and situations? Would you prefer to have a deadly combat rogue? Whatever you choose, make sure it complements the rest of your party. For example, a rogue who is adept in lockpicking, stealth, and rogue-specific talents should be paired with a solid melee rogue or warrior (someone who can take the threat and deal the damage). It also wouldn't hurt to have a good ranged attacker in this party too. You won't be the best one-on-one melee opponent, but you'll be able to:

Drop your threat

Evade many incoming attacks

Stun opponents

Move deftly in combat

Gain bonuses to critical chance on all attacks

Backstab stunned and paralyzed foes

Deliver penalties to your foes' armor, movement speed, and defense

It's not the most sportsmanlike character, but you'll have a solid advantage in many situations. In addition to your below-the-belt style of dealing with things, you can steal, sneak, and pick your way into many interesting places and treasure chests.

Note: It's possible to have three rogues in the game: Nathaniel, Sigrun, and you. Develop each differently to have access to a wider talent arsenal.

All rogues should familiarize themselves with the cooldown component of each talent. The worst situation is to have plenty of stamina and no available talents to use. Branch out into different chains to avoid the cooldown problem.

Your talents drain stamina from your pool. Watch how much stamina you're using in a fight and act accordingly. If you run short without a mage's Restoration spell to replenish you, it could cost your party a victory. Gauge what you have to do to help the team. There's little sense running off a series of moves that drains three quarters of your stamina on the first opponent when there are three more to go. Save your stamina. You never know when the next fight will start, or how long the current fight will go if you have unexpected ambushers, and you'll be grateful you didn't waste stamina.

Full-Sized Weapons vs. Daggers

When you play a dual-wielding rogue, one of the first questions to come to mind is what weapon combination deals the most damage in combat. Obviously, the weapons themselves make the biggest impact on the decision: a high DPS weapon with great bonuses will beat out anything.

The only way you can wield two full-sized weapons is by having the Dual Weapon Mastery ability, which also reduces stamina costs for all other dual-weapon abilities. Because two full-sized weapons do more damage than two daggers, your damage-dealing capabilities are enhanced, but you have to spend lots of points in strength to access those weapons, which means fewer points to spend on your core talent needs. Even with the higher damage output, let's not forget about armor penetration and critical chance. Daggers are higher in both. It comes down to the type of enemy or situation you're facing. If you're facing heavily armored foes, the armor penetration and critical chance you get with the Coup de Grace auto backstab, Lethality, Combat Movement, and Evasion rogue abilities are a better choice than a rogue wielding two full-sized weapons coming at the target head on. This is why so many of the rogue abilities require and complement dexterity—not strength and brute force. Because you're building up dexterity for most rogue talents, that's probably the approach you want to take; otherwise, play a warrior. Keep in mind: There is no one dominant strategy for any class versus all enemies and challenges.

Rogue School



In your first chain, Dirty Fighting stuns a target for a short duration. Combat Movement is a passive ability that allows rogues move more swiftly in combat, allowing them a greater chance to flank or get behind their foes (for backstabs and such). Considering that it's sometimes difficult to get directly behind foes in the flow of combat, this one really comes in handy. Coup de Grace is a passive ability that allows your rogue to automatically backstab stunned or paralyzed foes (combos with Dirty Fighting or Dual Strike, warrior's Shield Pummel and Stunning Blows, mage's Mind Blast, to name a few). Feign Death is like the warrior's Disengage: it greatly reduces your threat, making enemies seek other targets.

The second chain holds Below the Belt, an attack that deals normal damage and gives the target penalties to defense and movement speed. Deadly Strike gives you a bonus to armor penetration. Use this on heavily armored foes. Lethality is a passive ability that gains the rogue a bonus on critical chance for all attacks. In addition, if the rogue's cunning score is higher than his strength score, the cunning score affects the attack damage in place of the strength score. If your rogue is high on cunning and low on strength, this is an excellent ability to have. So with this passive ability in the background, use Dirty Fighting to stun a heavily armored foe, sneak around behind it for an automatic backstab and critical hit (courtesy of Coup de Grace), and then use Deadly Strike to get in another attack with a bonus to armor penetration. Pair this with Mark of Death, Exploit Weakness, Lacerate, and Feast of the Fallen in the Assassin specialty talents, and you'll mark this guy's weak spots for other party members, gain a bonus to your backstab with Coup de Grace, deal damage over time with your Lacerate passive ability, and restore some stamina when your target falls to the ground.

If you've had enough offense, Evasion is a passive ability that gives the rogue a 20 percent chance to dodge physical attacks, including attacks used to stun or knock down the rogue. The

Deft Hands chain improves your ability to pick locks and disarm traps; it's a must for rogues who aren't just into combat. One chain down, the more you develop your Stealth talents, the more you can do while stealthed (use potions and other items such as traps and lures, and use stealth while in combat). These are a perfect complement to the new Shadow specialization once you reach level 20.

The new Awakening rogue talents begin with Heartseeker. The rogue launches a deadly blow that kills a weakened foe of elite rank or lower on a successful hit, or deals a critical hit if it fails to kill. Ghost is a great escape maneuver, allowing you to disappear from physical attacks for a short time. Weak Points puts a debuff on your opponent that increases the damage he takes. Finally, Flicker is a formidable attack against multiple enemies; all enemies in the targeted area automatically suffer a backstab attack from the rogue.

Dual Weapon School



The Dual Weapon talent school focuses more on activated abilities and attacks. In addition, you get to deal damage with two weapons simultaneously. You don't need the Dual Weapon talent school to be able to wield two weapons, but it's a good school to develop to be more proficient at melee. The focus of your passive abilities is on your second hand—you strive to deal similar damage and a similar rate of critical hits as your main hand. You gain a bonus to attack and defense with Dual-Weapon Finesse. You gain a bonus to critical chance and can cause bleeding lacerations on your opponent, inflicting damage over time with Dual-Weapon Expert. You can wield full-sized weapons in your off hand while reducing the stamina cost of all Dual Weapon talents with Dual-Weapon Mastery.

Increase your attack damage with Dual Striking, but be careful because it eliminates your ability to critical hit or backstab. Next, you can score a two-hit combo with a possibility of stunning your opponent and scoring a critical hit with Riposte. Cripple gives you a chance to score a critical hit and inflict your opponent with penalties to movement speed, attack, and defense. Punisher is a three-hit combo that has a chance to score a critical hit, knock an opponent down, and cause penalties to movement and attack speed.

Dual-Weapon Sweep deals significant damage with each sweep, Flurry is a three-hit combo, Momentum increases your attack speed with every hit, and Whirlwind is a flurry of constant attacks: the signature of a Dual Weapon expert.

The new Twin Strikes chain scores two automatic critical hits on a target. Find Vitals increases melee critical chance by 10 and critical damage by 20. Low Blow combos with Twin Strikes and leaves opponents unable to move for a short duration. Unending Flurry acts just as you would expect it to: repeated attacks strike the target over and over until you miss or run out of stamina.

Archery School



Another school for rogues who build up dexterity, Archery gives ample special effects for a ranged combat enthusiast. Melee Archer lets you fire while being attacked (eliminating some of the pain of being an archer). Master Archer gives you bonuses to activated abilities and eliminates the penalty to attack speed when wearing heavy armor. Aim reduces attack speed but gives bonuses to attack, damage, armor penetration, and critical chance. Defensive Fire gives you a boost to defense but slows your attack speed.

In the second chain, Pinning Shot is a necessity because it impales the victim's leg and either pins it in place or slows its movement speed. Crippling Shot deals normal damage to an enemy and gives it penalties to attack and defense, and Critical Shot delivers maximum damage upon impact. The deadly Arrow of Slaying usually scores a critical hit, often dropping weakened enemies.

Rapid Shot increases attack speed, but you lose the ability to score critical hits. Shattering Shot deals normal damage and opens up an enemy's armor. If a warrior finds that one, it'll be in sore shape. Suppressing Fire is like Rapid Shot, but its foes now take penalties to their attack rating. Scattershot stuns a foe and then shatters, dealing damage to other enemies around it.

When you have room to breathe, Pinning Shot and Crippling Shot turn enemies into sitting ducks for mage attacks, deadly warriors, or more of your carefully aimed arrows. Shattering Shot is excellent against heavily armed foes. Rapid Shot, Suppressing Fire, and Scattershot hack away at the collective hit points of enemy ranks.

Tip: A good combo against a heavily armed foe is Shattering Shot, Crippling Shot, Aim/Rapid Shot, and Arrow of Slaying. Mix in another Shattering Shot if the first armor penalty runs out.

Don't think an archer just scores a hit or two before having to engage an opponent in melee. You can kill off a couple enemies in a few hits while pinning others in place and continuing to fire while other attackers swarm you. This you turns you into a deadly sniper that enemies need to deal with or suffer the consequences. Should the enemy swarm you, switch to Defensive Fire while you have the passive ability Melee Archer. You can fire off arrows while being attacked and still have decent defense.

The new Accuracy chain gives bonuses to your attack and damage scores, as well as ranged critical chance. Arrow Time slows down enemies around the archer, while the phenomenal Burst Shot scores an automatic triple critical hit against a single target and then shatters to deal AoE damage to all other targets around it. Rain of Arrows blankets an area with damage, harming foes and friends alike in the large radius.

Rogue Talents

Show Rogue School

Chain	Name	Prerequisite	Description	Cost (mana/stamina)	Upkeep (mana/stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Rogue School									

Chain 1	Dirty Fighting	Dexterity 10	The rogue incapacitates a target, who takes no damage from the attack but is stunned for a short time.	25	0	0	No	25	0
	Combat Movement	Dexterity 14, Level 4	The quick-stepping rogue can more easily outmaneuver opponents, granting a wider flanking angle that makes backstabs easier to achieve.	0	0	0	No	0	0
	Coup de Grace	Dexterity 18, Level 8	When a target is incapacitated, the opportunistic rogue strikes where it hurts the most, inflicting automatic backstabs against stunned or paralyzed targets.	0	0	0	No	0	0

	Feign Death	Dexterity 22, Level 12	The rogue collapses at enemies' feet, making them lose interest and seek other targets until the rogue gives up the ruse.	0	40	5	No	300	0
Chain 2	Below the Belt	Dexterity 10	The rogue delivers a swift and unsportsmanlike kick to the target, dealing normal combat damage as well as imposing penalties to defense and movement speed unless the target passes a physical resistance check.	25	0	0	No	15	0
	Deadly Strike	Dexterity 14, Level 4	The rogue makes a swift strike at a vulnerable area on the target, dealing normal damage but gaining a bonus to armor penetration.	25	0	0	No	15	0

	Lethality	Dexterity 23, Level 8	The rogue has a keen eye for weak spots and thus gains a bonus to critical chance for all attacks. Additionally, if the rogue's cunning score is greater than strength, sharpness of mind lets the character use the cunning modifier to affect attack damage in place of the strength modifier.	0	0	0	No	0	0
	Evasion	Dexterity 35, Level 12	The rogue gains an almost preternatural ability to sense and avoid danger. This talent grants a one-in-five chance of evading physical attacks, including being stunned or knocked down.	0	0	0	No	0	0

Chain 3	Deft Hands	Cunning 10	All rogues have some understanding of opening locks and spotting traps, but particularly dexterous hands and a steady grip give the character a bonus when picking locks or disarming traps. The character's cunning score also contributes to these skills.	0	0	0	No	0	0
	Improved Tools	Cunning 14, Level 4	The rogue has taken to carrying a full set of implements designed to defeat trickier locks and spring traps without harm. These tools add a further bonus when lockpicking or disarming traps, which the character's cunning score also affects.	0	0	0	No	0	0

Mechanical Expertise	Cunning 18, Level 8	Through practice and research, the rogue has come to possess an encyclopedic knowledge of devices designed to prevent entry. Knowing the right technique for the job lends the rogue yet another bonus when dealing with locks or traps. The character's cunning score also contributes to these skills.	0	0	0	No	0	0

	Device Mastery	Cunning 22, Level 12	Practice makes perfect, and only the most intricate locks or elaborate traps give the rogue pause at this level of mastery. A further bonus applies when lockpicking or disarming traps. The character's cunning score also contributes to these skills.	0	0	0	No	0	0

Chain 4	Stealth	Cunning 10	The rogue has learned to fade from view, although perceptive enemies may not be fooled. Taking any action beyond movement, including engaging in combat or using items, will still attract attention. If the rogue initiates combat while still stealthed, the first strike is an automatic critical hit or backstab.	0	0	5	No	10	0
	Stealthy Item Use	Cunning 14, Level 4	The rogue has learned how to use items while sneaking.	0	0	0	No	0	0
	Combat Stealth	Cunning 18, Level 8	The rogue is stealthy enough to try sneaking during combat, although at a significant penalty.	0	0	0	No	0	0

	Master Stealth	Cunning 22, Level 12	The rogue has mastered the art of stealth, gaining significant bonuses on all stealth checks.	0	0	0	No	0	0
Chain 5	Heartseeker	Level 20, Dexterity 36	The rogue strikes with great precision, attempting to fell weakened enemies in one last blow. If the attack is successful, a target of elite rank or lower is killed instantly if its health is already low enough. If the attack does not kill, it inflicts a critical hit instead.	80	0	0	No	30	0
	Ghost	Level 22, Dexterity 40	The rogue melts into the shadows, completely evading enemies' physical attacks for a short time.	60	0	0	No	60	0

	Weak Points	Level 24, Dexterity 46	While this mode is active, the rogue seeks out enemies' weak points, striking each target in a manner that increases all damage the foe suffers for a short time, no matter the source of the damage.	0	60	10	No	10	0
	Flicker	Level 26, Dexterity 52	The rogue's deadly speed is unmatched. Within a targeted area, the rogue disappears in a blur, sprinting from target to target to backstab each of them.	80	0	0	Yes	60	7.5

Show Dual Weapon School

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Dual Weapon School									

Chain 1	Dual Striking	Dexterity 12	When in this mode, the character strikes with both weapons simultaneously. Attacks cause more damage, but the character cannot inflict regular critical hits or backstabs.	0	50	5	No	10	0
	Riposte	Dexterity 16	The character strikes at a target once, dealing normal damage, as well as stunning the opponent unless it passes a physical resistance check. The character then strikes with the other weapon, generating a critical hit if the target was stunned.	40	0	0	No	20	0

Cripple	Dexterity 22	The character strikes low at a target, gaining a momentary attack bonus and hitting critically if the attack connects, while crippling the target with penalties to movement speed, attack, and defense unless it passes a physical resistance check.	35	0	0	No	30	0
Punisher	Dexterity 28	The character makes three blows against a target, dealing normal damage for the first two strikes and generating a critical hit for the final blow, if it connects. The target may also suffer penalties to attack and defense, or be knocked to the ground.	50	0	0	No	40	0

Chain 2	Dual-Weapon Sweep	Dexterity 12	The character sweeps both weapons in a broad forward arc, striking nearby enemies with one or both weapons and inflicting significantly more damage than normal.	20	0	0	No	15	2
	Flurry	Dexterity 18	The character lashes out with a flurry of three blows, dealing normal combat damage with each hit.	40	0	0	No	20	0
	Momentum	Dexterity 24	The character has learned to carry one attack through to the next, increasing attack speed substantially. This mode consumes stamina quickly, however.	0	60	5	No	30	0

	Whirlwind	Dexterity 30	The character flies into a whirling dance of death, striking out at surrounding enemies with both weapons. Each hit deals normal combat damage.	40	0	0	No	40	2
Chain 3	Dual-Weapon Training	Dexterity 12	The character has become more proficient fighting with two weapons, and now deals closer to normal damage bonus with the off-hand weapon.	0	0	0	No	0	0
	Dual-Weapon Finesse	Dexterity 16	The character is extremely skilled at wielding a weapon in each hand, gaining bonuses to attack and defense.	0	0	0	No	0	0

	Dual-Weapon Expert	Dexterity 26, Level 9	The character has significant experience with two-weapon fighting, gaining a bonus to critical chance, as well as a possibility with each hit to inflict bleeding lacerations that continue to damage a target for a time.	0	0	0	No	0	0
	Dual-Weapon Mastery	Dexterity 36, Level 12	Only a chosen few truly master the complicated art of fighting with two weapons. The character is now among that elite company, able to wield full-sized weapons in both hands. Stamina costs for all dual-weapon talents are also reduced.	0	0	0	No	0	0

Chain 4	Twin Strikes	Level 20, Dexterity 34	Two devastating strikes in rapid succession each inflict an automatic critical hit. Find Vitals adds additional damage to each hit. If the target is affected by Low Blow, it cannot move for a short time.	50	0	0	No	30	0
	Find Vitals	Dexterity 40	The character is a force of nature when wielding two weapons, gaining permanent bonuses to melee critical chance and critical damage. Twin Strikes now inflicts additional bleeding damage (melee critical chance +10, critical damage +20).	0	0	0	No	0	0

Low Blow	Dexterity 46	The character strikes at the legs of surrounding enemies, imposing penalties to movement speed and attack speed for a short time. If an opponent is already bleeding from Twin Strikes, it slips and falls to the ground as well.	50	0	0	No	30	2.5

	Unending Flurry	Dexterity 50	The character singles out an enemy for death, stabbing it quickly and repeatedly, consuming a small amount of stamina with each hit. The assault continues until the target dies or flees, or until the character misses or runs out of stamina. If the target is bleeding from Twin Strikes, each swing becomes a critical hit. If the target is slowed by Low Blow, the character cannot miss.	40	0	0	No	60	0

Show Archery School

Chain	Name	Prerequisite	Description	Cost (mana/stamina)	Upkeep (mana/stamina)	Fatigue (% mana/ stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Archery School									

Chain 1	Melee Archer	Dexterity 12	Experience fighting in tight quarters has taught the archer to fire without interruption, even when being attacked.	0	0	0	No	0	0
	Aim	Dexterity 16	The archer carefully places each shot for maximum effect while in this mode. This decreases rate of fire but grants bonuses to attack, damage, armor penetration, and critical chance. Master Archer further increases these bonuses.	0	35	5	No	10	0
	Defensive Fire	Dexterity 22	While active, the archer changes stance, receiving a bonus to defense but slowing the rate of fire. With the Master Archer talent, the defense bonus increases.	0	40	5	No	15	0

	Master Archer	Dexterity 28	Deadly with both bows and crossbows, master archers receive additional benefits when using Aim, Defensive Fire, Crippling Shot, Critical Shot, Arrow of Slaying, Rapid Shot, and Shattering Shot. This talent also eliminates the penalty to attack speed when wearing heavy armor, although massive armor still carries the penalty.	0	0	0	No	0	0
Chain 2	Pinning Shot	Dexterity 12	A shot to the target's legs disables the foe, pinning the target in place unless it passes a physical resistance check, and slowing movement speed otherwise.	20	0	0	Yes	15	0

Crippling Shot	Dexterity 16	A carefully aimed shot hampers the target's ability to fight by reducing attack and defense if it hits, although the shot inflicts only normal damage. The Master Archer talent adds an attack bonus while firing the Crippling Shot.	25	0	0	Yes	10	0
Critical Shot	Dexterity 21	Finding a chink in the target's defenses, the archer fires an arrow that, if aimed correctly, automatically scores a critical hit and gains a bonus to armor penetration. The Master Archer talent increases the armor penetration bonus.	40	0	0	Yes	10	0

	Arrow of Slaying	Dexterity 30	The archer generates an automatic critical hit if this shot finds its target, although high-level targets may be able to ignore the effect. The archer suffers reduced stamina regeneration for a time. Master Archer adds an extra attack bonus.	80	0	0	Yes	60	0
Chain 3	Rapid Shot	Dexterity 12	Speed wins out over power while this mode is active, as the archer fires more rapidly but without any chance of inflicting regular critical hits. Master Archer increases the rate of fire further still.	0	35	5	No	30	0

Shattering Shot	Dexterity 16	The archer fires a shot designed to open up a weak spot in the target's armor. The shot deals normal damage if it hits and imposes an armor penalty on the target. Master Archer increases the target's armor penalty.	25	0	0	Yes	15	0
Suppressing Fire	Dexterity 24	When this mode is active, the archer's shots hamper foes. Each arrow deals regular damage and also encumbers the target with a temporary penalty to attack. This penalty can be applied multiple times.	0	60	5	No	10	0

	Scattershot	Dexterity 27	The archer fires a single arrow that automatically hits, stunning the target and dealing normal damage. The arrow then shatters, hitting all nearby enemies with the same effect.	50	0	0	Yes	40	0
Chain 4	Accuracy	Level 20, Dexterity 34	For as long as this mode is active, the archer's mind is clear of everything except the next shot's trajectory, gaining bonuses to attack, damage, ranged critical chance, and ranged critical damage, all dependent on the archer's dexterity attribute.	0	60	0	No	10	0

Arrow Time	Dexterity 38	Intense focus slows the archer's perception of time, effectively reducing the movement speed of enemies who come near for as long as this mode is active, excepting those of elite rank or higher. This deep concentration drains stamina constantly.	0	40	10	No	10	0
Burst Shot	Dexterity 44	The archer looses a special shaft that scores an automatic triple critical hit against the targeted enemy, then shatters, inflicting half the effect on those unfortunate enough to be in the vicinity. Friendly fire possible.	60	0	0	Yes	60	3

	Rain of Arrows	Dexterity 52	The archer's bow points to the sky, firing multiple projectiles which then rain down over time in the targeted area. Friendly fire possible.	80	0	0	Yes	60	0

Show Power of Blood School

Chain	Name	Prerequisite	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Power of Blood School (downloadable content only)									
Chain 1	Dark Passage	None	Tapping the power of tainted blood makes the rogue more nimble, able to move more quickly while using Stealth and more likely to dodge a physical attack.	0	0	0	No	0	0
	The Tainted Blade	None	The rogue's blood gushes forth, coating the edges of weapons with a deadly taint. The character gains a bonus to damage determined by the cunning attribute, but suffers continuously depleting health in return.	40	40	5	No	5	0

Specializations



Each class has three specializations (out of six) that they can learn during the game. Your first specialization can be learned at level 7; your second at level 14; and your third at level 22. Specializations are difficult to achieve, but very rewarding if you gain one. As long as the specific abilities fit with your play style and character breakdown, a specialization is generally worth spending points in over regular talents.

Rogue Specialization Manual Locations

In Awakening, all your new specializations are learned from manuals. Track them down at the following locations:

Legionnaire Scout Manual: Glassric's Wares in Amaranthine

Shadow Manual: Yuriah's Wares in the Vigil's Keep throne room

Definitely experiment with specializations. A DPS rogue could, for example, specialize in Ranger to add an extra "companion" to a fight for more support. Here are some suggested play style fits for the six specializations:

Assassin

Primary: DPS (all-out offense to max out damage)

Secondary: Stamina replenishment (use Feast of the Fallen to recoup lost stamina)

Bard

Primary: Enemy control (Captivating Song can corral whole crowds)

Secondary: Party buffer (replenish party mana/stamina or augment offense/defense)

Duelist

Primary: Balanced DPS (excellent offense with a touch of defense)

Secondary: Crit-happy (reach Pinpoint Strike for multiple critical successes in a row)

Ranger

Primary: Pet lover (summon beasties for party support)

Secondary: Off-tank (summoned creatures tank for you)

Legionnaire Scout

Primary: Mini-tank (transform into a defensive juggernaut)

Secondary: Anti-magic (avoid all spells, hostile and friendly)

Shadow

Primary: Stealth happy (blend into the shadow for major attacks and defense)

Secondary: Pandemonium player (confuse enemies with an airborne toxin)

Rogue Specializations

Show Specializations

Talent Name	Prerequisite Level	Description	Cost (mana /stamina)	Upkeep (mana /stamina)	Fatigue (% mana/stamina)	Ranged	Cooldown (sec.)	Area of Effect Radius (ft.)
Specialization: Assassin								
Mark of Death	7	The Assassin marks a target, revealing weaknesses that others can exploit. All attacks against a marked target deal additional damage.	40	0	0	Yes	60	0
Exploit Weakness	12	A keen eye and a killer instinct help the Assassin exploit a target's weak points. During a successful backstab attack, the Assassin gains additional damage based on cunning.	0	0	0	No	0	0
Lacerate	14	Whenever a backstab deals enough damage, the Assassin's foe is riddled with bleeding wounds that inflict additional damage for a short time.	0	0	0	No	60	0

Feast of the Fallen	16	The Assassin thrives on the moment of death. Stamina is partially restored whenever the Assassin fells an opponent with a backstab.	0	0	0	No	0	0
Specialization: Bard								
Song of Valor	7	The Bard sings an ancient tale of valorous heroes, granting the party bonuses to mana or stamina regeneration at a rate affected by the Bard's cunning. The Bard can only sing one song at a time.	0	50	5	No	30	10

Distraction	8	The Bard's performance, replete with dizzying flourishes, is designed to distract and confuse. The target forgets who it was fighting and becomes disoriented unless it passes a mental resistance check.	40	0	0	Yes	30	0
Song of Courage	10	The Bard launches into an epic song of the party's exploits, granting them bonuses to attack, damage, and critical chance. The size of the bonuses are affected by the Bard's cunning. The Bard can only sing one song at a time.	0	50	5	No	30	10

Captivating Song	12	The Bard begins an entrancing song that stuns hostile targets nearby unless they pass a mental resistance check every few seconds. Continuing the song does not drain stamina, but the Bard cannot move or take any other action while singing.	0	60	5	No	30	4
Specialization: Duelist								
Dueling	7	The Duelist focuses on proper form, gaining a bonus to attack while the mode is active. Keen Defense adds a bonus to defense while in this mode.	0	30	5	No	5	0

Upset Balance	12	The Duelist executes a quick move that throws the opponent off balance, imposing penalties to movement speed and defense unless the target passes a physical resistance check.	25	0	0	No	15	0
Keen Defense	14	The Duelist has an uncanny knack for simply not being there when the enemy attacks, receiving a bonus to defense.	0	0	0	No	0	0
Pinpoint Strike	16	The Duelist has learned to strike the vitals of an enemy with pinpoint accuracy and from any angle. For a moderate duration, all successful attacks generate automatic critical hits.	60	0	0	No	180	0
Specialization: Ranger								

Summon Wolf	7	The Ranger calls a great forest wolf to fight alongside the party.	0	50	5	No	60	0
Summon Bear	8	The Ranger calls a powerful bear to fight alongside the party.	0	50	5	No	90	0
Summon Spider	10	The Ranger calls a large spider to fight alongside the party.	0	50	5	No	120	0
Master Ranger	12	The Ranger has learned to summon stronger companion animals. Animals summoned by a Master Ranger are significantly more powerful in combat than their normal counterparts.	0	0	0	No	0	0
Specialization: Legionnaire Scout								
Mark of the Legion	20	Life in the Legion of the Dead is difficult, but those who manage to survive develop great fortitude, gaining large bonuses to strength and constitution (strength +10, constitution +10).	Passive	0	0	No	0	0

Strength of Stone	22	Through will alone, a legionnaire can become as implacable as the stone of the Deep Roads. When activated, the legionnaire becomes immune to damage or knockdown effects for a moderate time.	60	0	0	No	60	0
Endure Hardship	25	What is pain to one who is already dead? For as long as this mode is active, the legionnaire's health is unaffected by damage, which depletes stamina instead.	0	60	10	No	60	0

Blessing of the Ancestors	28	Long days among the veins of unrefined lyrium in the Deep Roads have given the legionnaire the ability to resist magic. While Strength of Stone is active, the character is also immune to spells, whether hostile or friendly.	0	0	0	No	0	0
Specialization: Shadow								
Shadow Form	20	While this mode is active, the shadow flits in and out of concealment. Because enemies cannot concentrate on the character, each hit reduces their interest in the attacker. This mode consumes stamina continuously.	0	50	10	No	10	0

Decoy	22	The shadow is a master of misdirection, creating a personal decoy that keeps enemies occupied for a short time while the actual character escapes in stealth.	60	0	0	No	45	0
Deep Striking	25	The shadow has become more experienced in ambush and deception, gaining a large bonus to backstab damage while using Shadow Form as well as a permanent bonus to melee critical chance (critical chance +5).	Passive	0	0	No	0	0

Pandemonium	28	The shadow releases an airborne toxin that confuses all enemies within range, causing them to either flee or attack a random target, whether friend or foe.	80	0	0	No	90	5

Gear



Daggers are a natural weapon for a rogue to use, given their high speed, armor penetration, and critical chance. Other one-handed weapons work well too, but you won't be able to dual wield them until you reach Dual-Weapon Mastery at 36 dexterity. And definitely dual wield, even if it's not something you planned to spec in, because another weapon never hurts.

Carry a bow in the backup weapon slot and make good use of it. You need to build dexterity anyway for the Dual Weapon school, so you might as well use it to complement a bow, right?

There's more rogue gear than you could ever hope to equip in a single play. The general rule of thumb is to wait for loot that serves as an upgrade and snatch it up. If you have extra coin to

buy a nice gear upgrade, feel free to spend away, though most of the low-level equipment will be easily replaced by future loot, and the high-level equipment is very expensive (generally bought before a run at the Mother).

Note: In Awakening, it's out with the old and in with the new. As you journey toward level 35, here are some key items to seek out. Keep in mind that ideal gear varies based on your play style and role in the party. If, for example, you want a high-damage rogue, look for strength/dexterity bonuses and melee crit. If your rogue does a lot of tanking, high constitution and defense are your treasured traits. We've suggested excellent possibilities in each item category. For more possibilities and complete stats on each item, see the Equipment chapter.

Ideal Rogue Equipment

Item Type	Item 1	Item 2
Greatsword / Longsword	Vigilance	Dragonbrand
Daggers	Voice of Velvet	—
Longbows	Heartwood Bow	Misery
Crossbows	Longshot	—
Kite Shields	Landsmeet Shield	Heartwood Shield
Tower Shields	Partha	—
Light Chest Armor	Vest of the Nimble	Rainswept
Light Helmets	Cap of the Nimble	—
Light Boots	Blackblade Boots	Wolf Treads
Light Gloves	The Slippery Ferret's Gloves	—
Amulets	Nature's Blessing	Scout's Medal
Belts	Doge's Dodger	Wasp's Sting
Rings	Ring of Subtlety	Ring of Severity

Party Responsibilities



Are you the party's damage-dealer or scout? If you're DPS-focused, your primary responsibility is dealing melee or ranged damage. That generally means stocking up on offensive talents and gear. If you're picking a lot of locks and stealthing around, spread more points to the non-combat talents; think balance over cutthroat combat expertise. All rogues need to be aware of threat and avoid pulling too much at once. Learn to time your attacks so you don't draw too much threat but still deal significant damage to the enemy.

If your rogue is the main PC, the other three companions should fill in talents around you for a well-balanced party. If you're building up a companion rogue, look to fill in where the party is lacking. Not dealing enough damage? Crank up the offense. Want to avoid more traps and earn more treasure? Make sure you build up those nimble-fingered talents. In the final party configuration, your PC should play whatever role you have the most fun with while the other three companions add the components necessary to maximize your combat efficiency.

The rogue ranks very well in terms of armor, weapons, and all-purpose talents. Those talents and gear enable you to surprise your foes with killer damage, slip in and out of combat for great defense, and deal with non-combat dungeon obstacles (traps, locks) that other companions cannot. From whirlwind flair in a sea of armor to steady precision with lockpick tools, the rogue covers everything that warriors and mages can't—all with a wink and smile.

Role Models

With the game's best weapon talent trees, you can create dozens of rogues who each wield something a little different in combat. Don't feel constrained to play according to the following rogue models to the letter; take bits and pieces that appeal to your play style and add your own spin. However, these are basic models for a melee DPS rogue, ranged DPS rogue, and scout rogue. Each shows you how to choose your talents up to level 30, what talent chains are effective, how specializations fit in, and sample combat strategies for that model.

Note: If you create a new Grey Warden, you have 21 points to spend, which actually puts you one point ahead of these charts. So if you follow these charts, you'll have one extra point to spend on what you like.

In Awakening, some amazing new talents become available to you once you reach level 20. Although you can still choose from Origins talents, we recommend focusing on the new Awakening abilities as soon as you're able to add high-level talents.

Melee DPS Rogue Model

Level	Talent
0	Dirty Fighting
1	Below the Belt, Dual-Weapon Training
2	Dual Striking
3	Dual-Weapon Finesse
4	Combat Movement
5	Deadly Strike
6	Riposte

7	Mark of Death (Assassin)—First Specialization Available at This Level
8	Lethality
9	Dual-Weapon Expert
10	Coup de Grace
11	Cripple
12	Dual-Weapon Mastery
13	Punisher
14	Exploit Weakness (Assassin)—Second Specialization Available at This Level
15	Lacerate (Assassin)
16	Feast of the Fallen (Assassin)
17	Evasion
18	Feign Death
19	Dual-Weapon Sweep
20	Twin Strikes
21	Find Vitals
22	Shadow Form—Third Specialization Available at This Level
23	Decoy
24	Heartseeker
25	Ghost
26	Weak Points
27	Flicker
28	Low Blow
29	Deep Striking
30	Pandemonium



Overview: The name of the game is to deal damage quickly. Generally, Dual Weapon talents combined with the backstabbing Rogue talents work best.

Leveling: You begin with Dirty Fighting talent, an excellent starting skill and always useful. You can stun, then move behind the enemy to get in a couple of backstabs. This skill helps tremendously when you are forced to fight face-to-face, or for helping out a healer or teammate about to die.

Spending Your Melee DPSer's Attribute Points

When you start a new character in Awakening, you have 62 attribute points to spend on your level 18 character. Depending on how you want to play your character and what skills/spells you take, you may spend more or less points on individual attribute scores, but this is a good base model for a melee DPSer's initial points distribution:

Strength: 14 points

Dexterity: 26 points

Willpower: 12 points

Constitution: 10 points

Below the Belt gives you a decent attack that can slow down enemies so they can't escape or can't pursue. Dual-Weapon Training starts the first Dual Weapon chain, which will be your primary focus. Continue your Dual Weapon basics with Dual Striking and Dual-Weapon Finesse. Make sure you take Improved Combat Training by this point.

Next, Combat Movement presents a wider flanking area to produce backstabs easier. In the bigger fights with bodies all bunched together, it's difficult to get directly behind a target in time, so this helps a lot. Next, pick up Deadly Strike as a precursor to Lethality and extra armor penetration. Then, pick up Riposte to add another stun to your arsenal. With Coup de Grace, you prevent damage to your party while hacking away for criticals.

Once you gain your specialization, you could go with Duelist, but Assassin concentrates on damage, and that's your priority. Mark of Death increases all damage against a single target. It's perfect against bosses and tougher foes that require that special touch.

The passive talent Lethality increases your critical chance and converts cunning to strength for damage purposes. Dual-Weapon Expert adds even more critical chance. You need 26 dexterity and Expert Combat Training by this point.

Coup de Grace and Cripple pile on the damage with more chances for backstabs and critical hits. Top off your two Dual Weapon chains with Dual-Weapon Mastery and Punisher. You can deal with huge threats now, wield full-sized weapons in both hands, use more talents because your stamina costs are reduced, and punish an opponent with three crushing blows. You must have 36 dexterity and Master Combat Training by now.

Complete your Assassin specialization: Exploit Weaknesses increases your damage potential by finding holes in your enemy's defenses, Lacerate gives you a damage-over-time effect, and Feast of the Fallen replenishes your stamina with every kill.

Now that you've nearly maxed out your offense, add a little defense with Evasion and Feign Death. You can always gain these defensive talents earlier if you find yourself hit a lot in

combat. With a good party, though, you probably want to favor the offense. At this point, you may have an extra point to spend as you like.

You can finish up your talents through level 20 with virtually anything you want. Here we'll add Dual-Weapon Sweep and Twin Strikes. Twin Strikes lands two critical hits in a row, and when you combine it with level 21's Find Vitals, which improves melee critical chance by 10 and melee critical damage by 20, you deal massive hits.

Start the Shadow specialization at level 22 with Shadow Form, followed by Decoy at level 23. Shadow Form allows the shadow to flit in and out of concealment, making you harder to hit. Decoy keeps enemies occupied while the shadow escapes.

At level 24, switch to the new Rogue chain and buy them all in succession: Heartseeker (level 24), Ghost (level 25), Weak Points (level 26), and Flicker (level 27). Heartseeker adds more offense, Ghost may be your best defense, Weak Points improves all melee talents, and Flicker deals backstabs to all foes in a targeted area.

Pick another Dual Weapon talent at level 28, Low Blow.

Finish with two more Shadow specialization talents: Deep Striking at level 29 grants a large bonus to backstab damage and melee critical chance. Finally, Pandemonium at level 30 confuses all enemies within range.

Talent Choices: Melee DPS tends toward Dual Weapon talents as a natural fit. You can dabble in the cunning Rogue talents, but to maximize your offensive potential, stick with most, if not all, of the dexterity Rogue talents.

Specialization: Assassin is all about enough damage to kill targets before they kill you. It's possible to go with the Duelist specialization as well, if you want a little defense mixed in with your offense, but for all-out DPS, Assassin slays the competition.

Battle Tactics: Wait a few seconds for the tank and other companions to engage the enemy. Angle into the fight from the side or rear, and always position yourself for a backstab attempt. In general, you want to help the tank eliminate his prime adversary, but if you see targets of opportunity with half health or less, make quick work of them.

Based on the position and number of foes, select your attacks appropriately. Tank's target putting up a fight? Hit from behind with Coup de Grace and Punisher. Enemy turning its attention on you? Stun it with Dirty Fighting or Riposte, or slow it down with Cripple so you can escape. Boss lumbering into view? Hit it with Mark of Death so everyone piles on extra damage.

Ranged DPS Rogue Model

Level	Talent
0	Dirty Fighting
1	Pinning Shot, Rapid Shot
2	Below the Belt
3	Crippling Shot

4	Shattering Shot
5	Deadly Strike
6	Critical Shot
7	Suppressing Fire—First Specialization Available at This Level
8	Lethality
9	Scattershot
10	Arrow of Slaying
11	Melee Archer
12	Aim
13	Defensive Fire
14	Master Archer—Second Specialization Available at This Level
15	Dueling (Duelist)
16	Upset Balance (Duelist)
17	Keen Defense (Duelist)
18	Pinpoint Strike (Duelist)
19	Deft Hands
20	Accuracy
21	Arrow Time
22	Burst Shot—Third Specialization Available at This Level
23	Rain of Arrows
24	Heartseeker
25	Ghost
26	Weak Points
27	Flicker
28	Improved Tools
29	Mechanical Expertise
30	Device Mastery



Overview: Much like an offensive mage, a ranged DPS rogue concentrates weapons and talents on enemies at a distance. He focuses on the Archery school, and may dip into some talents, such as the Duelist specialization, when melee becomes imminent.

Leveling: You begin with Dirty Fighting. It's not ideal for range, but very helpful when an enemy closes on you and you need a quick stun to get your distance again. As you'll be working with a bow, load up on dexterity.

Spending Your Ranged DPSer's Attribute Points

When you start a new character in Awakening, you have 62 attribute points to spend on your level 18 character. Depending on how you want to play your character and what skills/spells you take, you may spend more or less points on individual attribute scores, but this is a good base model for a ranged DPSer's initial points distribution:

Strength: 10 points

Dexterity: 30 points

Willpower: 12 points

Constitution: 10 points

With your first two talent points, choose Pinning Shot and Rapid Shot. You now can hamper someone's movement with Pinning Shot or reload much faster with Rapid Shot. Below the Belt gives you another melee talent, which also helps you avoid prolonged face-to-face encounters.

Gain the Improved Combat Training skill and start working on the next tier of talents. Crippling Shot hampers a foe's offense and defense, while Shattering Shot and Deadly Strike put holes in enemy's armor.

If you have 21 dexterity and Expert Combat Training, select Critical Shot. If you hit, Critical Shot inflicts critical damage and a bonus to armor penetration. Follow that up with Suppressing Fire at the next level to further encumber targets with attack penalties.

Purchase Lethality. It's an all-around excellent ability: it increases the critical chance for all attacks and possibly replaces cunning for strength when considering damage bonuses.

You reach your first pinnacle with Scattershot. This awesome talent automatically stuns your target and deals normal damage, then splinters off and does the same to all nearby enemies. Use this effectively against enemy spellcasters or large enemy groups to impede flanking attempts.

If you can reach 30 dexterity, you gain Arrow of Slaying. This scores an automatic critical hit against all but high-level opponents.

At this point, concentrate on the Melee Archer chain. Melee Archer prevents attacks from interrupting your firing, while Aim and Defensive Fire provide offensive and defensive oriented bonuses, respectively. Finish the chain with Master Archer. You can fire arrows while taking damage, gain bonuses to offense and damage, slow the rate of fire to gain bonuses to defense, and bulk up almost all your Archery talents with Master Archer. This skill also allows the rogue to wear heavy armor without attack speed penalties.

Now it's time for some melee talents in case enemies get close. Dueling and Pinpoint Strike ratchet up your offense while Upset Balance and Keen Defense ensure you won't go down so easily with swords and claws flying.

At level 19, dip into the cunning Rogue talent, with one point for lockpicking's Deft Hands. If you aren't pure ranged DPS, you'll want these talents earlier, and you'll pick up the rest of lockpicking at the end with Improved Tools at level 28, Mechanical Expertise at level 29, and Device Mastery at level 30.

When you reach level 20, go right for the new Archery talents. Level 20's Accuracy improves all your bow stats, level 21's Arrow Time slows down enemies around you, level 22's Burst Shot scores three successive critical hits, and level 23's Rain of Arrows delivers much needed AoE damage.

At level 24, it's time for the new Rogue talents. Pick these up in a row, starting with Heartseeker at level 24 for a potent melee attack, Ghost at level 25 for a great escape talent, Weak Points at level 26 for added damage, and Flicker at level 27 for a backstab explosion against multiple foes.

Talent Choices: The Archery school and all its ranged surprises are your go-to talents. Duelist provides some melee talents in case an enemy gets close enough to grab you.

Specialization: The Dueling sustained ability gives a bonus to attack while active. Upset Balance can slow an enemy's movement speed and hinder its defense. The passive Keen Defense does just that: add a permanent bonus to defense. Your top melee talent, Pinpoint Strike, converts all hits into critical strikes for a moderate duration.

Battle Tactics: Once the battle begins, stand your ground. Let the tank and other melee DPSers embrace the enemy. You want to nuke them from afar. Unlike a mage who stays in the rear, however, the ranged DPS rogue can enter melee with his better armor, weapons, and Duelist talents at higher levels.

Survey the battlefield and pick your targets wisely. Concentrate fire on the tank's target to bring it down quicker, or look for injured foes that you can drop with an arrow or two. If you see an enemy spellcaster in the enemy's rear, make it your priority. You don't want it getting off damaging spells. Same goes for enemy archers. If your melee companions can't reach them, it's your job to stop them from pelting the team with damage.

On offense, your rotation goes something like this: Aim, Pinning Shot (against moving targets), Critical Shot (against near-dead targets), and Arrow of Slaying. On defense, go Defensive Fire, Crippling Shot, Suppressing Fire, and Scattershot (especially against enemy spellcasters or enemies charging at you).

As a ranged DPS rogue, you have much of the offense of a DPS mage, yet you still can wear most of the better armor and use high-quality weapons. Keep on the go to avoid enemy melee encounters and let your companions wade through the blood and limbs.

Scout Rogue Model

Level	Talent
0	Dirty Fighting
1	Deft Hands, Stealth
2	Dual-Weapon Training
3	Combat Movement
4	Improved Tools
5	Dual-Weapon Finesse
6	Dual Striking
7	Song of Valor (Bard)—First Specialization Available at This Level
8	Mechanical Expertise
9	Dual-Weapon Expert
10	Distraction (Bard)
11	Song of Courage (Bard)
12	Device Mastery
13	Captivating Song (Bard)
14	Dual-Weapon Mastery—Second Specialization Available at This Level
15	Riposte
16	Coup de Grace
17	Feign Death
18	Cripple
19	Punisher
20	Stealthy Item Use
21	Combat Stealth
22	Master Stealth—Third Specialization Available at This Level
23	Shadow Form (Shadow)
24	Decoy (Shadow)
25	Deep Striking (Shadow)
26	Twin Strikes
27	Find Vitals
28	Pandemonium (Shadow)
29	Low Blow
30	Unending Flurry



Overview: A master thief slinks through the shadows and opens locked doors with a flick of the wrist. A scout rogue can DPS well, but knows more than a thing or two about the business of treasure and traps.

Leveling: From the start, lean toward your key noncombat talents, Deft Hands (for lockpicking and trap detection) and Stealth (for hiding invisibly). The Deft Hands chain is your priority; you want to be able to open locked doors and chests, and it will take up to Device Mastery to open anything that comes your way.

Spending Your Scout's Attribute Points

When you start a new character in Awakening, you have 62 attribute points to spend on your level 18 character. Depending on how you want to play your character and what skills/spells you take, you may spend more or less points on individual attribute scores, but this is a good base model for a scout's initial points distribution:

Strength: 12 points

Dexterity: 20 points

Willpower: 12 points

Cunning: 8 points

Constitution: 10 points

Begin on your offense with Dual-Weapon Training and Combat Movement. The following level, pick up Improved Tools to further enhance your lockpicking and trap detection. With this build, you should increase cunning and dexterity to unlock all the necessary talents.

Continue your offense with Dual-Weapon Finesse and Dual Striking. The big penalties to your off-hand weapon will be gone, and you now can attack with a two-hit combo.

Grab the Bard specialization. Song of Valor provides regeneration to mana and stamina, which always proves useful after a long battle. Next, you gain the third lockpicking rank with Mechanical Expertise. You will need 18 cunning.

To become a Dual-Weapon Expert, make sure you have 26 dexterity and Expert Combat Training. Your critical chance increases, and you may inflict lacerations that cause enemies to bleed more damage over time.

Continue down the Bard path. Distraction is a single-target stun, while Song of Courage improves the party's attack, damage, and critical chance scores.

If you have 22 cunning, welcome to the ultimate lockpicking and trap detection talent: Device Mastery. You will never fail to open a locked door or chest (unless it requires a special key), or to detect a trap and disarm it.

You can cap out two more key talent chains. First, the Bard's Captivating Song is the rogue's finest crowd control talent if you have the stamina to use it properly. Dual-Weapon Mastery finishes off your expertise with two weapons, including wielding full-sized weapons if you like.

Now you can fill out talents as desired. Here we went with Riposte and Coup de Grace next for more stunning and backstabbing. Feign Death and Cripple give you options to remove yourself from combat if you have too much threat on you. Punisher gives you a powerful finishing move.

At level 20, Stealthy Item Use improves your stealth to the second rank. Follow with Combat Stealth at level 21 and Master Stealth at level 22.

The new shadow specialization fits in well at level 23. Shadow Form defends the rogue by decreasing threat with each hit against you. Level 24's Decoy also increases defense with an illusionary doppelganger that seizes the enemy's attention while you slip away in shadow. Level 25's Deep Striking sees you slip out of shadow for attacks and increases backstab damage and critical chance. Finish off the Shadow chain at level 28 with Pandemonium. The talent confuses nearby enemies and forces them to either flee or attack a random target.

At level 26, start in on the new Dual Weapon talents. Level 26's Twin Strikes lands two critical hits, while level 27's Find Vitals increases your melee critical stats. At level 29, Low Blow cuts movement and attack speeds of a foe and will drop them to the ground if previously struck by Twin Strikes. Your final talent at level 30, Unending Flurry, repeatedly stabs a target until you miss or run out of stamina.

Talent Choices: The Rogue cunning abilities come in the most handy, supported by its dexterity talents and some Dual Weapon conditioning.

Specialization: The Bard specialization may not produce extra damage, but it gives the rogue phenomenal control over enemies with the stuns Distraction and Captivating Song. The group buffs Song of Valor and Song of Courage raise the stats of the entire party. If you aren't worried about pure combat, the Bard specialization is the best option for helping out the entire party. The new shadow specialization aids primarily for personal defense, though you can attack out of the shadows for extra damage.

Battle Tactics: You don't have as much DPS as your other companions, so let the tank and other melee specialists roam out into the enemy crowds. You can slip into stealth and pick your best spot to enter combat. At higher levels, once you've stacked up a few Dual Weapon talents, you should hold your own against lesser enemy groups or a stronger one-on-one fight.

Your chief role will be crowd control. Once you have the Bard's Captivating Song at level 13, charge out just behind the tank or other DPSers. Activate Captivating Song once the enemy throng presses in. You won't be able to move, but all enemies within a moderate radius will be stunned unless they pass a mental resistance check every few seconds. Most mobs are susceptible to mental attacks, so the song is very effective. With the song active, you lose stamina over time, and when you hit zero, all enemies break loose. Build up your willpower if

you plan on using Captivating Song a lot. By pinning enemies in place, you prevent incoming damage and allow your fellow companions ample free shots on the dazed enemies.

The Party

The name of the game should give you a clue that monstrous beasts are in store for you. From dungeon depths to snowy mountaintops, your four-person party will battle anything from devastating dragons to drooling darkspawn. Unless you want to end up as chew toys for ogres, hone up on the basics and learn expert party dynamics.

Buddy Basics



You begin your adventuring career on your own. As the story unfolds, you meet companions who join your party and become your allies in battle. A companion could be a mage such as Anders, or the unlikeliest of allies, Justice, a spirit from the Fade unexpectedly pulled back to the material world. It's up to you to decide which companions you travel with, because you can have only three companions at once. The rest remain behind at Vigil's Keep, a place easily reached from the world map that serves as haven for you and your companions, fully equipped with merchants and allies who may give you political advice or join you on future quests. Each time you leave the Vigil's Keep throne room, you can pick three new companions to accompany you, and in certain non-hostile regions, you can use the Party Configuration button on your top menu to immediately switch companions. For more on each companion, flip to the Companions chapter.

Group Dynamics



Each of the three classes has a distinct role in the party. In general, class roles fall into categories that take best advantage of class talents. However, be prepared to improvise at any given moment. For example, if you're a rogue bard intent on keeping a second monster away from the party and you see the first enemy about to defeat your tank, you may want to switch to offense and help out with the first enemy.

The party's main tank responsibilities fall on the shoulders of a warrior. His superior defense and ability to hold the mob's threat safeguard the group in the heat of battle. If the tank falls, it generally spells doom for the rest of the party as the enemies split and attack the more vulnerable companions. The warrior's primary job is to the hold the line and keep the enemy's attention on him at all times so that others can do their thing.

Every party needs a healer, and a mage has excellent spells for the job. When not healing, the mage can augment the party with stat-enhancing buffs. Mages can also focus on DPS, stacking up on a single target and AoE damage spells to obliterate whole enemy groups.

A rogue acts as the scout for the party. He slips into the shadows with stealth and recons the area for enemy positions, traps, treasure locations, and quest objectives. When going up against enemies, a rogue can hide until the opportune moment to dart in for a backstab. In the heat of battle, the rogue adds extra DPS to the fight with superior Dual Weapon talents and bonuses to critical hit chances.

As you adventure with the same team, you gain experience, loot, and better skills. Develop your team as a whole and not just individuals. For example, you don't need four party members with Herbalism. One person who's mastered Herbalism can supply all the potions, leaving the others free to spread out their points to other valuable skills. It's fine to have two

party members with Poison-Making so they can both enhance their weapon DPS, but also try out Trap-Making, and leave crucial skill points open for your PC to put into Coercion and possibly Survival. At level 20 and higher, look toward Runecrafting to create weapon and armor runes, Vitality to pump up health, or Clarity to enhance your mana/stamina reserves. After a successful quest run, distribute your gear to the most appropriate characters. Don't always give the best items to your PC (though he or she should certainly get great loot whenever possible). It's much better to hand the top-notch armor to your tank than your rogue PC, and it makes little sense to give an accessory with magic bonus to your melee DPS character.

Dealing with Threat



If anyone in your party does manage to pull threat, always make sure to run to the tank to have it picked up. Attempting to run away only increases the time it takes to get the mob pulled off, likely resulting in the character's death or even the whole party's. Monitor the threat from critical hits. If you land a couple of high critical strikes in a row, disengage for a second then reengage. Critical strikes increase your threat, so consider this when monitoring your threat output.

If you have an off-tank in a party, don't use the off-tank's threat-generating abilities unless a difficult enemy breaks from the main tank or the main tank dies. Pulling off of the main tank will interrupt his threat generation, and your healer may not have enough mana, or time, to heal both.

If the main tank loses threat, everyone in the party must disengage until he regains it. Use any threat-reducing abilities, such as the rogue's Feign Death, if you have them. Once the main tank picks the enemies back up, wait a few seconds for the tank to build threat, then reengage.

Healing



The party's healer will save or damn a group when an encounter gets hot and heavy. As a healer, you have to know when to launch your Group Heal, when to throw around a Heal or Regeneration, and when to avoid healing. In general, save your big heal to counteract large spike damage (unexpected damage that crits through a party members' defense for a significant amount of health), or if you desperately need to float a party member's health back up to a manageable level. Those levels will depend on the enemy's damage and how much backup healing and mana you have at your disposal, but you shouldn't panic unless a party member's health is consistently dropping below the one-third mark. Even then, the healer's main responsibility is to the tank, then himself. Keep the tank alive, even if it means losing a DPSer in the fight. If the tank falls, the whole party will most likely perish. A good rule of thumb is to never switch off the main tank unless another companion's health is dropping rapidly. If you have to heal elsewhere, switch to the party member that needs help, throw a single Heal or Regeneration, and return to the main tank immediately.

Tip: Don't always burn your healer's mana. You may need to pop a healing potion from time to time and save the healer's magic for tougher stretches of the fight. If it looks like a companion is going to die despite the heals, use your best health poultice to help you climb back up to full.

A healer definitely must learn when *not* to heal. Obviously, you must conserve your mana so you don't run out at a crucial time, but you must also look at the big picture. You only have so many heals you can throw around, and the majority will be directed at the tank. You don't want to let anyone drop, but if you find yourself limited, you may have to skip a heal or two that you would have normally cast and let everyone's health bars get much closer to zero. Unless you are cruising through an encounter, you should never heal a non-party member, such as a blue-

circled ally or one of the ranger's summoned animals. These allies are expendable, and the ranger's pets can always be re-summoned.

Combat Roles

Each companion's role in a party will be different based on their spells, talents, and what you expect them to accomplish during the fight. As you level, choose the talents and spells that best fit your party configuration, and gear up appropriately. The following general strategies should work well for a tank, healer, mage DPS, general melee DPS, and general ranged DPS.

Tank



A tank doesn't muck around with fancy spells or dainty arrows; he charges at a foe and hacks at it with his weapon of choice. It's the tank's job to engage all enemies and direct their attention on him. Taunt abilities, such as Threaten and Taunt (of course!), increase threat against a target and force that target to become more hostile toward the tank; you can never get a foe mad enough as a tank, so load up the threat and keep those enemies foaming at the mouth! Also, keep aware of the ever-changing battlefield, because it only takes one stray mob to veer toward one of your fellow DPSers (even worse, a healer) to turn an otherwise controlled fight into a free-for-all. Make sure you rope in all the enemies so others are free to aid the party as they should. Because all the damage is focused on you, carry a lot of health poultices and the best gear you can scrounge up. Good gear will mitigate damage, making the healer's job easier and allowing you to go longer in fights, especially boss fights and ones where you handle several foes at once.

Healer



Harnessing great magical powers, a mage healer's primary role is that of savior in a group. They can deal some damage to enemies, but their focus is keeping the party members, and primarily the tank, alive. The tank is the first priority because he is the keystone of your assault —without him, the group quickly falls apart. The healer may also apply buffs (bonuses) to their party that help them do more damage or defend better. One skill a healer needs to master is where to stand and when to move. Most of their magic requires them to remain motionless, yet on some fights, the party can be spread out so the healer needs to move to get within range. The healer has to balance running around and leaving enough time to heal everyone who needs it, while keeping the tank alive. Anyone can stand in one spot and heal. A truly skilled healer can move, heal, and buff with ease. Remember to watch your mana, and if you have to make tough choices, keep the tank alive first and yourself second. A dead healer is no use to the party.

Mage DPS



Some mages incinerate their enemies from afar, others freeze them solid or crumble the earth down around them. The end result is always the same: mass destruction. Their damage makes them extremely valuable in a party, but they also need to control their power, allowing the tank enough time to build up threat before they unleash their destruction. DPS mages do so much damage in such a spectacular way that they often attract unwanted attention. If an opponent gets too close, the mage, wearing only basic robes, could be done for. Mage spells also have decent range. If a mage stands far from the tank and draws the monster's threat, it becomes harder for fellow companions to save the mage. So the mage needs to stand in the right spot and learn the right spell timing. It often is not about how fast one can cast, but knowing when to cast.

Melee DPS



The rogue DPS character, or the non-tank warrior DPSer, relies on cunning and savagery to take down his target as quickly as possible. Melee DPSers are not built for long one-on-one fights like a tank, nor can they usually handle large groups of foes; however, they are excellent damage-dealers who offer support DPS in a party. After the tank engages and holds threat, a rogue DPSer can prowl unseen behind the enemy, then unleash crippling backstab blows to stagger the opponent. A warrior DPSer can dish out damage on the tank's target, then grab threat on a stray creature if it breaks from the pack. Because melee DPS characters have the talents to deal huge damage very quickly (especially critical strikes), they must be extremely careful not to pull threat away from the party's tank. This usually means holding back and not running through the best regimen of combos, except on boss fights or with one creature left standing. You may also choose to slow down your combos so you don't trigger them as quickly. Depending on your skill choices, a melee DPSer can add even more support damage through Runecrafting, Poison-Making, Trap-Making, or certain usable items. A competent and poised melee DPSer can be the difference in your party between a long, drawn-out fight that teeters on the edge of failure and a quick, efficient boss execution.

Ranged DPS



Lightly armored but fast, the ranged DPS character adds similar firepower to the party as a mage DPS character. They can close and deal melee damage, but they are at their best when firing a barrage of arrows from afar. In addition to dealing out damage, the ranged DPSer can snare (slow down movement), stun opponents, and set up defensive fire. Because ranged DPSers have few ways to eliminate the threat they generate, they need to remain focused on when to attack and how hard to attack any given opponent. It is critical to their survival and group success that the monster stays focused on the tank. Make sure to bring health poultices to heal yourself and avoid getting the attention of the mobs.

Note: See the Classes chapter for how to spec each of the classes to exactly what you need to satisfy your party's demands.

Configurations and Engagement

The ideal party depends on a number of factors: nature of the encounter, size of the enemy group, play style, and more. Here are four configurations that serve in many all-purpose situations.

Balanced

Warrior (Tank)

Mage (Healing)

Rogue (Scouting, DPS)

Mage or Warrior (DPS)

Blitzkrieg

Warrior (Tank)

Warrior (Off-Tank)

Mage (Healing)

Rogue (DPS)

Control

Warrior (Tank)

Mage (Healing)

Rogue (DPS)

Mage (Crowd Control)

Unbalanced

Warrior (Tank)

Warrior (DPS, Off-Tank)

Warrior (Ranged)

Mage (Healer)

A balanced party contains a warrior as the tank, mage as the healer, rogue as the scout, and mage or warrior as support. This configuration spreads the talents around and prepares the group for any challenge. Some abilities overlap, which helps in cases where a companion may be overwhelmed at a critical time, or has already fallen in battle.

The "blitzkrieg" configuration emphasizes speed and damage over healing or defense. You carry at least two tanks on the team, a combat-oriented rogue for more damage and some light healing with a mage who also has offensive spells at his fingertips. This type of party plans to rip through one enemy group before a second can engage them; they don't have the defenses for prolonged fighting, so it's got to be swift or not at all.

Engagement 1: Enemy Group



The tank waits for the enemy front line and engages the toughest creature, or the center of an enemy swarm. His job is to hold threat from as many creatures as possible and deal damage as he can. The two DPS characters swing out and attack from the flank (or rear in the case of a rogue). Their jobs are to deal as much damage as possible, without drawing too much threat. The healer holds position in the rear and casts heals as needed to keep the party intact. In general, each companion should target the enemies the tank has and pick off the weakest ones first to reduce the enemy numbers against you.

A party that concentrates on control stands behind healing and crowd control abilities. You still need a warrior tank, and you need a dedicated healer, which falls to a spirit healer mage. The rogue lays down a lot of DPS, but must be flexible enough to off-tank once in a while or throw out some crowd control (such as a bard's Captivating Song). A second mage brings offense to the table, of course, but also spells like Grease and Crushing Prison that can slow or stop extra enemies from engaging. This particular party may enter long fights, battling for continued periods of time with solid healing and abilities that dictate when enemies confront them.

An unbalanced party may not share abilities optimally, but it can be a lot of fun nevertheless. The idea is to overbalance with a single class or strategy and pursue it to the max. You can generally get away with any combination, so long as you have a mage healer in the mix (parties without a healer won't do well unless you have unlimited health poultices at your disposal, and that gets very expensive). In this example, we have three warriors, fully armed and armored, who can charge into melee if there aren't any ranged threats, or engage and leave one warrior back to shoot down targets at range and act as bodyguard for the healer in the rear. A three-warrior group dishes out tremendous damage and has serious defensive

resilience, even if it lacks the finesse of a rogue's touch or the all-out AoE firepower of a DPS mage.

We all know that the perfect combination of party members doesn't automatically means success. You have to apply your skills and react quickly to the challenges that will inevitably assault you during quests. Smart parties will identify which mobs they can handle and which they can't, and as long as you dodge or control the additional enemies that wander in your direction, your team will thrive in style.

Engagement 2: Boss Fight



The tank waits for the boss to approach, or charges in if the boss has ranged attacks. His job is to keep the boss's attention focused on him and deal damage when he can. The two DPS characters swing out and attack from the flank (or rear in the case of a rogue). Their jobs are to deal as much damage as possible, without drawing too much threat. The healer holds position in the rear and casts heals as needed to keep the party intact, mainly healing the tank who will likely take big damage spikes from the boss. In general, each companion should go all-out with their best talents/spells as long as they don't pull the boss off the tank. Note that this strategy works the same for a single enemy of any kind; it will just fall that much faster if it's not a boss.

Let's take a look at a sample fight with a tank (warrior), healer (mage) and two DPSers (rogue, mage DPS). You've cleared a path to the boss, and now it's time to take the ugly mug down. Before you launch the first attack, make sure all characters have the proper gear, usable items, and talents ready to go.

As the tank readies his weapon, the healer throws a precautionary Regeneration on him, which serves as a little extra health at the start of the battle and absorbs a few shots. Only then does the tank charge in and hit the boss with Taunt, or whack him a few times to activate Threaten, to draw the monster's attention for the first few seconds.

The mage DPSer holds his ground. He will out-damage the tank if he rains down destruction alongside the tank. The rogue circles behind the boss to get into backstab position (but not close enough for the boss to strike him with AoE attacks). The tank rolls into his offensive routine, smacking the boss with his best chain of attacks.

After three or four attacks from the tank, it's the DPSers' turn. The mage begins his offensive rotation of spells, while the rogue darts in and backstabs the boss. The rogue continues the assault until the boss turns its attacks on him.

Tip: Let the tank attack twice for every one of the DPSer's attacks unless you're in a position to finish off the boss very quickly.

If this were a full group instead of a single enemy, the roles would stay the same, except the party would generally concentrate damage on the weakest foe to reduce the numbers quicker. If there was a dangerous foe on the battlefield—for example, a genlock emissary casting spells—charge it with your tank and DPSer, unless the ranged DPSers can take it out.

Engagement 3: Strategic Retreat



Given time, all companions retreat to defensive positions in a doorway, corridor, or even a corner. If there isn't time, the tank holds the line with as many creatures as possible, while the group positions itself away from the swarm. If the tank can slowly retreat near the party, he

should do so; otherwise, all other companions use single-target ranged attacks. The tanks's job is still to hold threat from as many creatures as possible and deal damage. The two DPS characters use ranged attacks, or may be forced to do the best they can head-to-head in melee with creatures. The healer holds position in the rear and casts heals as needed to keep the party intact. In general, each companion should focus on the tank's targets and pick off the weakest ones first to reduce the enemy numbers against you.

With the tank dealing steady damage, the mage and rogue supporting as DPSers, and the healer concentrating heals and regenerations on the tank to keep him healthy, the party will take down the boss after a short fight. If the boss pulls out AoE attacks, or brings in enemy allies, the healer should cast Group Heal when possible to keep everyone's health up.

It's important for every member of the group to keep the self buffs, group buffs, and debuffs up at all times! If it's about to drop, refresh it and continue your DPS on the boss. Group buffs/debuffs can have a dramatic effect over the course of a battle. Remember: Damage-reducing and damage-mitigating buffs can translate directly into heals and mana saved for your healer over the course of a fight.

In the end, a team playing the right roles will conquer dozens of enemies.

Tactics



Tactics are not just about figuring out the correct movement and attack procedure in a battle. In *Dragon Age: Origins—Awakening* the Tactics screen is a tool used to customize your party's actions and reactions based on the current combat situation. Spend skill points in Combat Tactics to unlock more tactic slots, which can be used to customize behavior patterns in

various predicaments. If you aren't controlling certain party members directly or you want to play in real time, tactics are an excellent tool.

Tip: Even if you plan to always control your characters, there will be times in long battles where you can't manage them all at once, and tactics will kick into action. Set them anyway!

In the Tactics menu, each character has base preset options and behavior patterns from which to choose. First, set these to the appropriate play style for each character. For example, you should probably set your tank with a "defender" preset and a "defensive" or "default" behavior mode. A ranged DPSer might have an "archer" preset and "ranged" behavior mode.

After the base preset and behavior mode is selected, each character has a number of customizable slots, which really open up your combat options. The first tactic slot will be the first priority and so on down the slots in descending priority order. You can choose options that affect your self, ally, enemy, individual party member, or controlled party member. Tactics can trigger actions based on status (rooted, slowed, grabbing, movement impaired), health percentages, mana or stamina levels, armor type, type of attack, surrounded by enemies, and more. Once conditions are met, you can deactivate and activate whatever combination of talent/spells you desire. For example, you can set one slot to check if you are surrounded by at least two enemies and then activate Captivating Song, or set your final slot to switch to your melee weapon if all spell options are exhausted. Remember to save your new preset as a Custom save for future use.

Basic Tactics



Choose the following options for the basic tactic combos. Experiment with various conditions to get exactly what you want on the battlefield.

Attack: Enemy, condition (such as nearest or magic-using), Attack (or activate a specific talent/spell)

Defense: Self, condition (such as low health or being attacked), Use Ability or Use Mode (any defensive talent or spell)

Aid Ally: Ally, condition (such as low health or being attacked), Use Ability or Use Mode (any defensive talent or spell)

Use Potion (or any item): Self, condition (such as Health < 50%), Use health poultice (most powerful or least powerful)

Let's take a look at how you could program a balanced party of warrior (tank), mage (healer), rogue (DPS and crowd control), and mage (ranged DPS):

Warrior (Tank)

Preset: Defender

Behavior: Defensive

1. Enemy: Rank = Normal (Peon's Plight)

2. Enemy: Nearest Visible Mage (Holy Smite)

3. Self: Any (Activate: Threaten)

4. Self: Being attacked by a ranged attack (Activate: Shield Cover)

5. Self: Surrounded by at least two enemies (War Cry)

6. Enemy: Health >= 50% (Overpower)

1. Start every fight determining which normal creature needs to die if you have the Peon's Plight talent. A successful attack automatically kills a target of normal or lesser rank, and inflicts critical hits against lieutenants and bosses. Normal spellcasters are prime targets for your opening move.

2. This warrior is also a templar. Whenever he spots an enemy mage, he casts Holy Smite to smack the spellcaster with spirit damage and drain the caster's mana.

3. The warrior activates Threaten at the start of each battle to direct all future threat at himself.

4. If enemies are attacking at range, the warrior activates Shield Cover (instead of standard Shield Defense).

5. This warrior is a champion. When surrounded by more than a single enemy, he triggers War Cry. If he also has Superiority, this combination may knock enemies off their feet in addition to buffing companions.

6. Against a moderately healthy opponent, the warrior tries Overpower second to chip away at health.

Note: At higher levels, replace Threaten with Grievous Insult and Overpower with Massacre for a truly deadly warrior.

Mage (Healer)

Preset: Healer

Behavior: Defensive

1. Self: Being attacked by a melee or ranged attack (Activate: Fade Shield)

2. Self: Mana or Stamina < 50% (Group Heal)

3. Self: Mana or Stamina < 25% (Use Lyrium Potion)

4. Self: Health < 75% (Heal)

5. Self: Health < 75% (Regenerate)

6. Ally: Health < 75% (Heal)

7. Ally: Health < 75% (Regenerate)

8. Ally: Mana or Stamina < 25% (Rejuvenate)

9. Enemy: Target using ranged or magic attack (Earthquake)

10. Enemy: Target of Justice (Switch to ranged weapon)

1. If an enemy targets the healer, she will activate Fade Shield for a significant chance to resist hostile spells or evade physical attacks.

2. This is a timer effect. You don't want to cast Group Heal early in the fight or it will be mostly useless. Once the healer's mana drops below 50 percent, the tactics will check to cast Group Heal. As soon as its available for the rest of the battle (unless the healer gains mana above 50 percent), Group Heal goes off.

3. Once the healer's mana drops below 25 percent, the healer quaffs a lyrium potion to replenish mana.

4. The healer checks for damage on herself. If health is below 75 percent, she casts Heal on herself.

5. If Heal isn't available due to cooldown, or the healer's health is still below 75 percent, she casts Regenerate on herself.

6. The healer checks for damage on an ally. If health is below 75 percent, she casts Heal on the ally.

7. If Heal isn't available due to cooldown, or the ally's health is still below 75 percent, she casts Regenerate on the ally.

8. If an ally's mana or stamina drops below 25%, the healer casts Rejuvenate to replenish mana or stamina.

9. If all healing options are clear, the healer switches into offensive mode and casts Earthquake (or your favorite AoE spell) at a ranged or magic-wielding enemy. Avoid casting on melee targets or else you may catch your party members in the AoE. To counteract this problem, you can switch to a single-target spell such as Stonefist.

10. If mana is exhausted, or there are no ranged enemy targets, the healer uses her staff to fire at the tank's enemy.

Rogue (DPS)

Preset: Scrapper

Behavior: Default

1. Self: Any (Venom)

2. Self: Any (Dueling)

3. Enemy: Target of Justice (Pinpoint Strike)

4. Enemy: Target rank is elite or higher (Upset Balance)

5. Self: Being attacked by a melee attack (Dirty Fighting)

6. Enemy: Target of Justice (Attack)

1. The rogue coats his weapon with poison at the start of the fight for extra DPS.

2. The rogue is a duelist. He activates Dueling for added bonuses.

3. Once he is in position, the rogue will attack the tank's target with a series of critical blows.

4. If the enemy is ranked above the normal foe, the rogue will try to stun the foe with Upset Balance.

5. If an enemy attacks the rogue in melee, he'll stun it with Dirty Fighting.

6. When he's out of special options, the rogue will always attack the tank's target.

Mage (DPS)

Preset: Damager

Behavior: Ranged

1. Self: Surrounded by at least two enemies (Repulsion Field)

2. Enemy: Target using magic attack (Crushing Prison)

3. Enemy: Target between medium and long range (Fireball)

4. Enemy: Target rank is elite or higher (Paralyze)

5. Enemy: Target using magic attack (Mana Drain)

6. Enemy: Nearest visible (Lightning)

7. Enemy: Nearest visible (Arcane Bolt)

1. If surrounded by more than a single enemy, the mage defends himself with this spell. Waves of repulsive energy emanate from the mage, which knock back nearby enemies unless they pass a physical resistance check.

2. If a foe is using a magic attack, the mage attempts to root it with Crushing Prison.

3. The mage casts a medium- or long-range Fireball at the enemy.

4. If a foe is ranked higher than normal level, and Crushing Prison failed, is on cooldown, or there is a second opponent who fulfills the conditions, the mage attempts to root it with Paralyze.

5. If the mage spots an enemy spellcaster, he will sap its mana with Mana Drain.

6. Otherwise, the mage will chose the nearest target and blast away with Lightning (or your favorite single-target spell).

7. If Lightning is on cooldown, the mage will hit the nearest target with Arcane Bolt (or another single-target spell).

Companions

If you thought the companions who rallied with you against the archdemon were a fascinating lot, wait till you meet this new group. Companions are your allies in battle, the NPCs who team with your PC and who you control on your quests. Choose companions based on your PC's needs. If you play a mage, you will definitely need a warrior like Justice, possibly a rogue like Nathaniel Howe, and maybe another rogue like Sigrun or another mage like Anders for healing if you concentrate on DPS.

You run into only a handful of companions on your travels, as they are scattered from Knotwood Hills to the Blackmarsh. Know them well, for they are as vital as your own flesh and blood.

Grey Warden Companions

Companion	Class	Location
Anders	Mage	Vigil's Keep
Justice	Warrior	Blackmarsh
Mhairi	Warrior	Vigil's Keep
Nathaniel Howe	Rogue	Vigil's Keep
Oghren	Warrior	Vigil's Keep
Sigrun	Rogue	Knotwood Hills
Velanna	Mage	Wending Wood

Understanding Companions

Companions aren't simple NPCs who point you toward the next quest; they think, have opinions, fall in and out of favor with your decisions, and level along with you. Without companions, you would be a one-person party.

To grasp the intricacies of companion interaction, read through the following pages and familiarize yourself with what works and what doesn't work for your current party make-up. After companion basics, each companion receives a dedicated section with everything you need to know about your favorite ally. The Supporting Cast chapter details other famous characters of the land; consider it a list of the important NPCs and relevant game info to aid you on your quests.

Approval Ratings

Your approval ranges from -100 to 100, with all companions beginning at zero when you first meet them. The higher the approval rating, the more the companion enjoys your company and will be willing to follow your lead. A low approval rating equals a disgruntled companion, and one who might walk out on the group at any moment. In most cases, the approval rating caps at 74 unless you are "friendly" with a companion. You can warm up to companions by talking with them every chance you get and exploring all their dialogue options; you get a friendly rating with a companion by doing each NPC's personal quest.

Approval Chart

Your approval rating with companions ranges from -100 to 100. However, you can only get to max positive approval if you are "friendly" with the companion. You can get "friendly" if you do each companion's personal quest.

Gifts

You can give some specific items from your inventory to companions to increase approval. All gifts can be given to all companions, but each companion prefers a specific type of gift that gives a higher approval rating if you match companion and gift appropriately. Dialogue can also be initiated based on gifts being given.

Companion Gifts

To give a gift, switch to the follower in the character record screen, then select an item in your inventory and choose "Gift." A gift given provides a bonus from +1 to +10 to that character's approval rating, depending on how much that follower likes the gift and what their current approval rating is.

Only certain items labeled as "gift" can be given for approval rating boosts. Giving the wrong gift to the wrong companion will raise the companion's approval by only half of what it would if given to the correct companion. "Plot" gifts are given back to the player if they are given to the wrong character. When you donate gifts to companions, listen for the audio clue and watch for the rising heart that displays the approval bump number. Because there are limited gifts in the game, don't just give them away randomly; it's always better to hear a "Wow!" than a "Thanks, I guess."

Companion Quests

Most companions have a personal quest that you can help them undertake. Some are more involved than others. For example, you have to try to steal a phylactery for Anders's personal quest, but only hang out with Oghren at the Vigil Keep's throne room for his. Complete all your companions' quests if you can, because this will solidify your friendship with them. See the individual companion sections for how to unlock each one.

Plot Abilities

Companions can be inspired by your leadership. If you increase a companion's approval rating high enough, they will gain one of several bonuses to their primary attribute. For example, a warm Velanna will gain "Inspired: Minor Magic" and a warm Justice will gain "Inspired: Minor Constitution." There are four levels for the plot abilities—minor, moderate, major, and massive—and each level increases the bonus the companion gets to an attribute, so keep pumping up the approval rating of the companions you prefer to travel with, and they'll become better party members. Plot abilities can degrade, though, if you lose sufficient approval with a companion.

Crisis Moments

When talking to the companions, or if you make decisions in the game that are contrary to a companion's goals, the companion will definitely not approve. If they disapprove, you lose approval rating and they will certainly have words with you.

If you continue on this negative approval path, they will reach a "crisis" point where they say they have to leave. You still have a chance to talk them out of it, and if you're successful, they will stay. But if they reach crisis for a second time, it's over. The companion will leave for good. See the individual companion sections for possible crisis moments and how to avoid them.

Companions List

Anders

You discover Anders when you first enter Vigil's Keep; he is surrounded by dead templars and is fighting for his life against darkspawn. It would seem he's an evil apostate mage, but in truth, he just doesn't like being trapped (he'll readily fight against the darkspawn). You can ask him to join the party, or leave him there (although he will return later).

When meeting the king or queen at the end of "The Assault on Vigil's Keep" introduction, you can choose to conscript Anders as a Grey Warden (against the advice of the templars), let him be taken by the templars (but with a good word put in for him), or just let him be taken by the templars outright.

Anders at a Glance



Anders

~ Starting Attributes ~

Strength **11** -- Dexterity **11** -- Willpower **33** -- Magic **41** -- Cunning **17** -- Constitution **17**

~ Class ~

Mage

Healer: Despite his fire-roasting stunt when you first meet him, Anders makes for the best party healer. He starts with the Spirit Healer specialization with points already spent on a good healing base.

~ Starting Talents ~

Spirit Healer: Group Heal, Revival, Lifeward

Mage: Arcane Bolt, Arcane Shield

Primal: Winter's Grasp, Frost Weapons, Cone of Cold

Creation: Heal, Heroic Offense

Spirit: Walking Bomb, Mind Blast

Entropy: Weakness, Paralyze, Drain Life

~ Location ~

Vigil's Keep Interior

~ Unlock Condition ~

In the corridor off the entrance chamber in the keep interior, you meet up with Anders. He's slain some templars after him, but will gladly join your group to fight the darkspawn.

Combat Advice

If you choose Anders as your party healer, get him Rejuvenate and Regeneration as soon as possible. Spirit Healer's Cleansing Aura would be a nice addition too. Definitely upgrade Mind Blast one point to Force Field for extra defense when an ally nears death. Once you reach level 20, invest in the Mage school's Fade Shield chain, especially for the mighty Time Spiral at level 28 which can reset all your healing cooldowns.

In combat, leave Anders in the rear to protect him from melee. Heal at range and toss in a damage spell like Winter's Grasp or Cone of Cold if you want to speed up damage against wounded enemies. If you have a few extra points available, you may want to spec Anders into the Keeper specialization. One with Nature and its upgrade abilities can trap enemies surrounding Anders, thus keeping them off the mage during healing and slowing them down while attacking other allies.

Personal Quest

The one thing Anders wants most of all is freedom from the Circle. He had arranged with a cohort, Namaya, to get his phylactery away from the templars. When you meet with Namaya in the city of Amaranthine (see Amaranthine map in Side Quests chapter for Namaya's exact location), she tells Anders where he can find it: in a warehouse across the city.

Alas, the whole thing is a setup by the templars. There is no phylactery in Amaranthine. The templars are waiting, and if you don't give Anders to them outright, they will battle the party to the death. For more details, see "Freedom for Anders" in the "Companions" section of the Side Quest chapter.

Gifts

Anders's "plot gift" is a kitten (found in eastern section of the Vigil's Keep courtyard). His other gifts are a knitted scarf (found in the Chantry), gold earring (Vigil's Keep basement), engraved silver bracers (Kal'Hirol), a bell collar for the cat (Amaranthine), and a book on phylacteries (Silverite Mine in the Wending Wood).

Anders's Gifts

Gift	Found In	Location
Bell Collar	Homer's Toys	Amaranthine
Engraved Silver Bracers	Pile of Bones	Kal'Hirol
Gold Earring	Knight's Corpse	Vigil's Keep Basement
Kitten	Plot Item	Eastern Section of Vigil's Keep Courtyard
Knitted Scarf	Lost and Found Box	Amaranthine Chantry
Phylacteries: A History Written in Blood	Books	Silverite Mine

Dialogue Choices

As with any companion, Anders has dialogue choices whenever you interact with him, and sometimes he will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific, area-specific, and throne room-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

If Ser Tamra doesn't speak to the player about the growing conspiracy for the "A Brewing Conspiracy" side quest, Anders will have the same information for you during the fealty ceremony.

After you give Anders the gift kitten, the Ser Pounce-a-Lot item will appear in your inventory. If you interact with this item with Anders in the party, you will hear Anders talking to the kitten.

Area-Specific Dialogue

Anders has a conversation related to the statue of Andraste (there are two in the game: he talks about the one in Vigil's Keep after you upgrade the walls), a tree in the city of Amaranthine, and the lyrium basket in the Trade Quarter of Kal'Hirol. You can gain serious approval bumps if you sympathize with Anders about his hopes for freedom and dislike for authority.

Throne Room-Specific Dialogue

Anders may tell you about the Circle Tower's cat, which relates to the kitten gift you can present to him. This results in a positive approval bump.

After you complete Anders's personal quest and save him from the templars' trap, Anders may tell you that you're an "all right" sort for sticking by him. This results in a positive approval bump.

Approval Increase

Banter with Anders, or tease him.

Remind him that he is free and appreciated.

Kill the templars in the warehouse to save him (you will be eligible to reach his friendly status).

Stand up for him with the templars.

Take the information on the statues to the merchants ("Maferath's Monuments" side quest).

Hire Velanna (a pretty girl) to the Grey Wardens.

Mess around with the revered mother for the orphans, or steal her sermons (the series of Blight Orphans side quests in the Crown and Lion Inn).

Rescue the hostage Eileen ("A Daughter Ransomed" side quest).

Leave him behind at the keep when you march to Amaranthine at the start of the "Assault on Vigil's Keep" main quest. For even more approval, come back to the keep to rescue him if you did leave him behind.

If you include him in the party for the siege, however, save the city rather than Vigil's Keep.

Approval Decrease

Tell him that the templars are right to keep the mages trapped,

Engage him in overly serious conversation.

Make him feel like he's trapped in the Grey Wardens.

Give him over to the templars—a move that permanently removes him from your party.

Take Ser Rylien up on her quest to seek out the maleficars in the city ("Out of Control" side quest).

Turn in the sylvanwood to the Chantry ("From the Living Wood" side quest).

Add Nathaniel to your party.

Side with Justice instead of the baroness.

Kill the hostage Eileen, or let her be killed ("A Daughter Ransomed" side quest).

Ally yourself with the Architect in Drake's Fall. He disapproves, but won't leave the party for it.

Crisis Moment

Anders does not have a specific crisis moment. You can only reach a crisis with Anders through poor approval rating. You can beg him to stay when you first hit the approval low point, but he will definitely leave the second time.

Justice

Justice is a good spirit from the Fade, a spirit of justice (it's not his name so much as what he is) that was accidentally sucked into the real world with you and is now stuck in the body of a dead Grey Warden. He embodies the concept of justice completely: he is righteous and noble, always focused on the black and white dichotomy of right and wrong, nothing in between. Interesting enough, Justice is the only companion who doesn't need to take the Joining ritual, because the decomposing body of Kristoff has already joined.

Justice at a Glance



Justice

~ Starting Attributes ~

Strength **49** -- Dexterity **31** -- Willpower **20** -- Magic **11** -- Cunning **11** -- Constitution **20**

~ Class ~

Warrior

Tank: Unless your main character wants to tank, Justice is the best warrior at holding a party together in the heat of combat.

~ Starting Talents ~

Spirit Warrior: Beyond the Veil

Warrior: Powerful, Precise Striking, Taunt

Weapon and Shield: Shield Bash, Shield Pummel, Overpower, Shield Block, Shield Cover, Shield Tactics, Shield Defense, Shield Balance, Shield Wall, Shield Expertise

~ Location ~

Blackmarsh Undying (the Fade)

~ Unlock Condition ~

In the Blackmarsh Undying, Justice tries to help the villagers who have been trapped in the Fade by the evil baroness. When you slay the baroness, Justice may join the party or leave his body to travel the world unhindered.

Combat Advice

If you choose Justice as your tank warrior, fill out his Weapon and Shield talents as soon as you can, especially Shield Mastery and Assault. Rather than continue with the Precise Striking chain in the Warrior school, concentrate on the Powerful chain instead (better for defense). With your extra talent points, start on the new Second Wind chain, continue with the Spirit Warrior specialization, and fill out the new Weapon and Shield talents, beginning with Juggernaut at level 20. You may want to specialize in Guardian or Champion, or both, to increase Justice's ability to protect the party.

In combat, send Justice into the fray. He excels in the midst of constant melee where his Weapon and Shield talents shine. Once you reach higher levels, invest in the new Weapon and Shield's Carapace (for super defense) and Air of Insolence (the ultimate taunting ability). Justice will take a pounding, and his dead body will live to tell about it.

Personal Quest

After the events in the Blackmarsh, when you return to Vigil's Keep with Justice, you run into Kristoff's wife, Aura. She's very upset to see her dead husband's body walking around with another spirit inside. Justice tries to explain, but Aura runs off. Justice asks you to help find her so he can make amends. Find Aura in the Amaranthine Chantry, and she and Justice come to an understanding when they finally talk. You can reach friendly status with Justice after this quest completes. For more details see "Justice for Kristoff" in the "Companions" section of the Side Quest chapter.

Gifts

Justice's "plot gift" is a lyrium ring (found in Kal'Hirol's Main Hall); he tells the PC at one point that lyrium calls to him, and that he wishes to have an object made of it. His other gifts are a book on lyrium (warehouse in Amaranthine), Kristoff's locket (Blackmarsh), a book of poetry about the Fade (Vigil's Keep throne room), a box of Kristoff's mementos (Crown and Lion Inn), and the elven prayer for the dead (Wending Wood).

Justice's Gifts

Gift	Found In	Location
Elven Prayer for the Dead	Crate	Wending Wood
Kristoff's Locket	Pile of Rocks	Blackmarsh
Kristoff's Mementos	Chest	Crown and Lion Inn
Lyrium Ring	Chest	Kal'Hirol's Main Hall
Lyrium: The Voice of the Maker	Bookshelf	Abandoned Warehouse in Amaranthine
Verses of Dreams	Pile of Books	Vigil's Keep Throne Room

Dialogue Choices

As with any companion, Justice has dialogue choices whenever you interact with him, and sometimes he will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific, area-specific, and throne room-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

When you find the lyrium ring in the depths of Kal'Hirol (see the Main Hall map in the "Last of the Legion" chapter), Justice appreciates your efforts to bring him happiness and jumps up a significant amount on the approval meter.

Area-Specific Dialogue

The statue of Andraste in Amaranthine invokes a conversation with Justice. As with all the area-specific dialogue possibilities, if you seek to console and befriend Justice, you gain positive approval.

The elven body in the Dalish camp in the Wending Wood, where you finally confront Velanna during "The Righteous Path" quest, presents another opportunity to gain positive approval if you listen sympathetically to Justice.

Taking Justice back to the Crown and Lion, where Kristoff was staying, gets some interesting reactions from the patrons.

Throne Room-Specific Dialogue

Kristoff's chest behind Justice in the throne room gives you more insight into the spirit inhabiting the Grey Warden body.

Justice may tell you about his attachment to lyrium in the throne room, which puts you on the path for lyrium ring in Kal'Hirol.

After his talk with Aura in the Chantry, Justice may tell you about his feelings on humanity.

Approval Increase

Encourage him to follow his human side.

Explain how his situation is different from demons.

Appreciate him and thank him.

Seek justice, even vengeance, on any occasion.

Aid Constable Aidan against the smugglers ("Law and Order" side quest).

Rescue the hostage during the "A Daughter Ransomed" side quest, even if you kill the hostage-takers after promising them money.

Kill the Statue of War's foe, the animated magister corpse ("Brothers of Stone" side quest in the Wending Wood).

Tell Velanna she doesn't deserve the honor of being a Grey Warden.

Give Melisse flowers in the final "Making Amends" ("Blight Orphans") side quest.

Take him to Amaranthine for the siege, or leave him and then come back to rescue him.

Choose saving the city over saving Vigil's Keep.

Approval Decrease

Be sarcastic with him.

Hold his ignorance against him.

Dismiss his opinions.

Make him feel bad for being in Kristoff's body.

Aid the smugglers against Constable Aidan ("Law and Order" side quest).

Kill Steafan in the cage in Kal'Hirol ("Wrong Place, Wrong Time" side quest).

Kill the hostage or let her be killed ("A Daughter Ransomed" side quest).

Take Velanna into the Grey Wardens, or into the party at all.

Take Nathaniel into the party.

Cause the revered mother difficulties on the orphans' behalf; give the orphans the sermons, or scare Melisse, the orphan's ex-girlfriend, with the scarecrow ("Blight Orphans" side quests).

Release the Architect's messenger during the siege on Amaranthine.

Crisis Moment

Justice will not abide by a decision to help the Architect in Drake's Fall as you approach the Mother's nest. He considers aiding the Architect an evil act. Justice may actually leave and battle the party if you still choose to side with the Architect, although Justice can be persuaded to stay if you're friendly with him.

Nathaniel Howe

Before the war, the Howe family name was respected. However, Nathaniel's father sided with Loghain during the events of the last Blight and was executed for the treachery. Now the Grey Wardens have assumed his land, and Nathaniel, not believing the accusations against his father, blames the Grey Wardens for his family's ruin. He just wants to restore his family name, and resents that he's been forced to become a pariah, when he believes the Howes deserve better.

Nathaniel at a Glance



Nathaniel

~ Starting Attributes ~

Strength **24** -- Dexterity **38** -- Willpower **23** -- Magic **11** -- Cunning **36** -- Constitution **10**

~ Class ~

Rogue

Ranged DPS: The party's resident archer can deal formidable damage if he stays out of melee combat. Nathaniel can break out a backstab in combat if the situation calls for it, but he's more comfortable putting an arrow between the eyes.

~ Starting Talents ~

Assassin: Mark of Death

Rogue: Dirty Fighting, Combat Movement, Below the Belt, Deft Hands, Improved Tools

Archery: Melee Archer, Aim, Defensive Fire, Pinning Shot, Crippling Shot, Critical Shot, Arrow of Slaying, Rapid Shot, Shattering Shot

~ Location ~

Vigil's Keep Dungeon

~ Unlock Condition ~

The private outside the Vigil's Keep throne room informs you that a prisoner has been taken in the dungeon. When you investigate during "The Prisoner" quest, you learn that Nathaniel Howe returned home to try to kill you, then changed his mind and was simply looking for a family keepsake when the guards caught him. You can conscript Nathaniel into the Grey Wardens on the spot, or set him free, in which case he'll return later in a random encounter and ask to join the Wardens.

Combat Advice

If you choose Nathaniel as your party rogue and ranged DPS contributor, spend points to fill out his Archery school as quickly as possible, especially to gain Master Archer and Scattershot. Buy the four new Archery talents as soon as you can (Nathaniel's starting dexterity score will enable you to purchase Accuracy and Arrow Time immediately). His starting Assassin specialization isn't a must, unless you plan on using him in melee frequently. Once you reach level 20, invest in the new Rogue talents, particularly Ghost and Weak Points.

In combat, let Nathaniel hang back out of the usual melee brawl. Pick off targets at range, keying on the tank's target or any enemy low on health. Nathaniel can build up his critical chance to deal the most single-target damage in the group, which is a huge bonus to a party already strong in melee DPS.

Personal Quest

Nathaniel learns from the keep's groundskeeper, Samuel, that his sister Delilah is alive and married to a shopkeeper in the city of Amaranthine ("The Howe Family" side quest). When you find Delilah in Amaranthine (see the Amaranthine map in the Side Quests chapter), Nathaniel and Delilah catch up. Delilah tells him that she's happy to be where she is; that she loves her husband; and that their father, Rendon Howe, was not the hero that Nathaniel has been led to believe. After this conversation, Nathaniel can become friendly with the player.

Gifts

Nathaniel's "plot gift" is a his grandfather's bow (found in Vigil's Keep's basement). He tells the PC at one point about his grandfather the Grey Warden (although he probably failed the Joining) and how he would like to have something of his as a memento.

His other gifts are his sister's letters (Vigil's Keep's basement), locksmith's tools (Smuggler's Cave), a bronze sextant (Wending Wood), a golden vase (a store in Amaranthine) and a whetstone (Kal'Hirol).

Nathaniel's Gifts

Gift	Found In	Location
Bronze Sextant	Corpse	Wending Wood
Delilah Howe's Letters	Howe Correspondence	Vigil's Keep Basement

Golden Vase	Octham's Goods	Amaranthine
The Howe Bow	Bag	Vigil's Keep Basement
Locksmith's Tools	Crate	Smuggler's Cove
Whetstone	Stone Container	Kal'Hirol

Dialogue Choices

As with any companion, Nathaniel has dialogue choices whenever you interact with him, and sometimes he will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific, area-specific, and throne room-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

When you find the Howe Bow at the end of the "Dark Theurge" side quest chain, Nathaniel will be most grateful. Expect a large approval increase.

Area-Specific Dialogue

The statue of Andraste in Amaranthine triggers a discussion with Nathaniel.

A tree just inside the Blackmarsh triggers a discussion with Nathaniel about the swamp's creepy landscape and haunted reputation.

If you are a male human noble from *Dragon Age: Origins*, Nathaniel's sister Delilah will make disparaging remarks about the suitor her father had found for her—and then realize it was you.

Throne Room-Specific Dialogue

Behind where Nathaniel stands in the throne room hangs a portrait of his mother. He's not too happy with her, but if you sympathize with his tough times, you can gain some positive approval.

Nathaniel may tell you about his grandfather who was a Grey Warden.

After his talk with Delilah, Nathaniel may apologize for misjudging you.

Approval Increase

Speak well, or at least soothingly, of his family.

Encouraged him to redeem his family name as a Grey Warden.

Allow him to see himself as a hero.

Allow Velanna to join the party.

Aid Constable Aidan against the smugglers during the "Law and Order" side quest.

Give money to the merchant Mervis for the families of the slain in Amaranthine.

Give flowers to Melisse, an ex-girlfriend of one of the orphans ("Blight Orphans" side quests).

Offer to help Keenan in the Silverite Mine ("Last Wishes" side quest).

Help the Statue of Peace (the Wending Wood's "Brothers of Stone" side quest).

Rescue Eileen, even if it means killing her kidnappers ("A Daughter Ransomed" side quest).

Gently look after the dog in the keep basement.

Side with Justice rather than the baroness.

Choose him to go to Amaranthine for the siege (if he is warm or higher).

Rescue him if you leave him behind for the siege.

Save Vigil's Keep instead of the city of Amaranthine.

Approval Decrease

Insult his family.

Dismiss his quest.

Aid the smugglers against Constable Aidan ("Law and Order" side quest.

Give up Anders to the templars in the warehouse during Anders's "Freedom for Anders" personal quest.

Cause the revered mother trouble on behalf of the orphans, or give the orphans the sermon ("Blight Orphans" side quests).

Kill Steafan in the cage in Kal'Hirol during the "Wrong Time, Wrong Place" side quest.

Kill Eileen or let her die ("A Daughter Ransomed" side quest).

Don't choose him to go to Amaranthine for the siege.

Release the Architect's messenger during the Amaranthine siege.

Deny the Architect and miss the opportunity to end the Blights.

Crisis Moment

Nathaniel Howe does not have a specific crisis moment. You can only reach a crisis with Nathaniel through poor approval rating. You can beg him to stay when you first hit the approval low point, but he will definitely leave the second time.

Oghren

One of your fellow companions from *Dragon Age: Origins* has returned! Oghren, the gruff but amusing dwarf warrior, beats you to the keep to take on the darkspawn. This time around he's ready to become a Grey Warden and really hew some heads.

Oghren at a Glance



Oghren

~ Starting Attributes ~

Strength **48** -- Dexterity **18** -- Willpower **23** -- Magic **10** -- Cunning **10** -- Constitution **24**

~ Class ~

Warrior

DPSer or Off-Tank: In a pinch, Oghren can tank in place of Justice. If you do that, however, you negate his specialization: Berserker. The Berserker talents increase damage, which fits into a DPS role, and the only way a stamina-deprived Berserker can hold threat well is to out-damage everyone else.

~ Starting Talents ~

Berserker: Berserk

Warrior: Powerful, Threaten, Bravery, Death Blow

Two-Handed: Pommel Strike, Indomitable, Stunning Blows, Sunder Arms, Shattering Blows, Sunder Armor, Destroyer, Mighty Blow, Powerful Swings, Two-Handed Strength

~ Location ~

Vigil's Keep (Inner Keep)

~ Unlock Condition ~

During the "Assault on Vigil's Keep" introduction, you meet Oghren near the end of your run through the Inner Keep before you encounter the Withered. He joins you automatically and wants to become a Grey Warden.

Combat Advice

Fill out Oghren's Berserker specialization and Two-Handed school as soon as you get the chance, especially Critical Strike. By adding all the Two-Handed talents, including all the way up to the new Reaving Storm, you can seriously increase his damage potential and make him an excellent DPS addition to the party. As with rogues, Oghren should allow the tank to control enemy groups and then attack from the rear or flank. Because Oghren is so durable, he doesn't have to watch his spacing as much as a rogue, and he can off-tank easily if you need him to grab a creature that the tank can't hold threat on. His skills are best used with heavy or massive armor, either sword and shield or two-handed weapons, with a crossbow for ranged attacks.

Berserk ramps up Oghren's damage and a well-placed Mighty Blow or Critical Strike can hammer an adversary. Sunder Armor rips through a heavily defensive melee attacker, while Pommel Strike and Stunning Blows can knock an enemy out of combat for several seconds. Two-Handed Sweep is great at the end of the fight, or at striking multiple foes—as long as you don't steal threat away from the tank. Final Blow deals massive damage but drains the rest of Oghren's stamina. The new Reaving Storm can wreck multiple foes in a tight melee free-for-all.

Personal Quest

Shortly after your adventures begin, Oghren's wife, Felsi, tracks him down at Vigil's Keep. She angrily accuses him of abandoning their family, which he doesn't disagree with, but he tells her that marriage really isn't for him. Regardless of whether you say anything or simply sit back and listen to the whole thing, Oghren will be eligible for friendly status after the conversation.

Gifts

Oghren's "plot gift" is a toy horse (found in the Blackmarsh), and he tells you that he wants his own horse one day. His other gifts are all alcohol-related, and may be found at the Crown and Lion, Hubert's Den, the warehouse in Amaranthine, Knotwood Hills, and the Vigil's Keep basement.

Oghren's Gifts

Gift	Found In	Location
Aqua Magus	Crate	Abandoned Warehouse in Amaranthine
"Dragon-Piss"	Crate	Hubert's Den in Amaranthine
Hirol's Lava Burst	Chest	Knotwood Hills

Mackay's Epic Single Malt	Crate	Crown and Lion Inn
Toy Horse	On the Ground	Blackmarsh
West Hill Brandy	Crate Vigil's	Keep Basement

Dialogue Choices

As with any companion, Oghren has dialogue choices whenever you interact with him, and sometimes he will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific, area-specific, and throne room-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

Bizarre as it might sound, Oghren's special gift is a toy horse, which brings back fond memories for the dwarf. You'll get a big approval bump by handing him this prize and not making fun of him.

Area-Specific Dialogue

If you interact with the boat when you first enter the Fade, Oghren spouts angrily about how dwarves don't dream and aren't supposed to be in the Fade.

There is an anvil in Kal'Hirol that Oghren talks to you about.

At the inn in Amaranthine, interact with the message board outside; Oghren pulls you aside and talks to you too.

Throne Room-Specific Dialogue

If you interact with the cask behind Oghren, you catch the dwarf in a drunken stupor. Be careful not to offend him too much or you'll lose approval. You can interact with the cask multiple times for different drunken reactions from Oghren.

While in the throne room, Oghren will ask about Grey Warden dreams.

Oghren will also ask about Grey Warden salaries in the throne room, which is when you find out about his desire for a pony.

After Felsi's visit, if your relationship is warm, Oghren will eventually discuss his feelings of guilt about leaving his family.

Approval Increase

Appreciate him.

Occasionally "straight talk" with him.

Encourage him to try harder in the future.

Tease him.

Ask how he's feeling.

Tell him he's a great warrior.

Recruit him.

Recruit Sigrun to the Grey Wardens.

Help the Statue of War ("Brothers of Stone" side quest).

Kill the hostage-takers ("A Daughter Ransomed" side quest).

Side with either Justice or the baroness, as long as there's a fight to be had!

Help the orphans' with their pranks against the revered mother and Melisse ("Blight Orphans" side quests).

Take him with you to the siege on Amaranthine, especially if you're a woman.

Leave him behind from the siege, but come back to rescue him.

Save Vigil's Keep instead of Amaranthine during the siege.

Side with the Architect to get rid of the Blights.

Approval Decrease

Tell him he did a bad thing with his family.

Make fun of him (especially about Branka, his ex-wife who left him for a woman).

Mock him for drinking too much.

Leave Sigrun behind.

Kill Eileen ("A Daughter Ransomed" side quest).

Deny the Architect and miss the chance to get rid of the Blights.

Crisis Moment

Oghren does not have a specific crisis moment. You can only reach a crisis with Oghren through poor approval rating. You can beg him to stay when you first hit the approval low point, but he will definitely leave the
second time.

Sigrun

Sigrun was a former casteless cutpurse, who was convicted of a crime and sentenced to fight for the Legion of the Dead. She went with the Legion to Kal'Hirol, where the darkspawn slaughtered her entire regiment. Sigrun survived when she ran away in fear. She wishes to return to see if she can avenge the Legion.

Sigrun at a Glance



Sigrun

~ Starting Attributes ~

Strength **47** -- Dexterity **46** -- Willpower **20** -- Magic **10** -- Cunning **15** -- Constitution **16**

~ Class ~

Rogue

Melee DPSer: With all the Dual Weapon talents in her repertoire, Sigrun is made for dealing heavy damage in melee combat. You can tweak her to tank too if you take the rest of the Legionnaire Scout specialization.

~ Starting Talents ~

Legionnaire Scout: Mark of the Legion

Rogue: Dirty Fighting, Below the Belt, Deadly Strike, Lethality, Stealth

Dual Weapon: Dual-Weapon Training, Dual-Weapon Finesse, Dual-Weapon Expert, Dual-Weapon Mastery, Dual Striking, Riposte, Dual-Weapon Sweep, Flurry, Momentum

~ Location ~

Knotwood Hills

~ Unlock Condition ~

During the "Last of the Legion" main quest, you come upon Sigrun at the entrance to Kal'Hirol, being attacked by darkspawn. The PC can rescue her and ask her to join them, or let her go on her own.

Combat Advice

When spending Sigrun's points, you can fill in the Rogue and Dual Weapon schools, and the Legionnaire Scout specialization. Start with the Dual Weapon and Rogue schools. You can fill those in early, because the older talents don't have level restrictions. Start with Cripple, Punisher, and Whirlwind in Dual Weapon, then pick up Evasion, Combat Movement, Coup de Grace, and Feign Death in Rogue. Once you hit the level thresholds for the new Rogue talents, grab them immediately.

The Rogue and Dual Weapon talents will increase your effectiveness in melee combat. Let the tank grab the threat and then strike away from the rear. If you want to gain more toughness and tank a little, dip into the remaining three Legionnaire Scout talents: Strength of Stone, Endure Hardship, and Blessing of the Ancestors.

Personal Quest

If you have Sigrun in your party, you will eventually bump into the merchant Mischa in Amaranthine, who recognizes Sigrun and accuses her of being a thief and of betraying their friendship. Later, Sigrun will ask if you can go back to find Mischa again. Mischa is at the Crown and Lion Inn. Sigrun offers a ring as an apology for her previous wrongdoings. The player can let Sigrun give her the ring, or offer money instead to pay the debt. Mischa is satisfied with either of these, and Sigrun feels better about having let down her friend (and will be "friendly" eligible at this point).

Gifts

Sigrun's "plot gift" is a spyglass (found in the Silverite Mine). Her other gifts are a snow globe (can be bought in a store), a toy chariot (Smuggler's Cave), a potted plant (outside the Amaranthine Chantry), a book on warriors (throne room) and soap on a rope (Vigil's Keep dungeon).

Sigrun's Gifts

Gift	Found In	Location
Potted Plant	Pot	Outside Amaranthine Chantry
Snow Globe	Glassric's Wares	Amaranthine
Soap on a Rope	Supplies	Vigil's Keep Dungeon
Spyglass	Soldier's Corpse	Silverite Mine
Toy Chariot	Toy Box	Smuggler's Cove
The Warrior's Heart	Pile of Books	Vigil's Keep Throne Room

Dialogue Choices

As with any companion, Sigrun has dialogue choices whenever you interact with her, and sometimes she will pull you aside to speak with you about a topic. However, at important

points in the game, you should know about plot-specific, area-specific, and throne room-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

Sigrun has conversations all through Kal'Hirol as she guides the party through the area.

Area-Specific Dialogue

Sigrun has a conversation about a tree in the Wending Wood.

At a market stall in Amaranthine, Sigrun worries about being able to afford to buy things.

Throne Room-Specific Dialogue

If you examine the books behind Sigrun in the throne room, she engages in conversation with you about literature and reading. Keep a friendly tone with her and you'll gain positive approval.

Sigrun discusses her desire for a spyglass.

She talks about her guilt over betraying Mischa after meeting the merchant in Amaranthine.

After making amends with Mischa, Sigrun thanks you for recruiting her to the Grey Wardens, but swears she will return to the Legion after she has finished her tasks with the Grey Wardens and Amaranthine.

Approval Increase

Stick up for her.

Give her your trust.

Understand that the Legion is important to her, and she still belongs to it.

Talk about how the Grey Wardens differ from the Legion.

Help Constable Aidan against the smugglers ("Law and Order" side quest).

Give money to the merchant Mervis to help the families of those who were killed in Amaranthine.

Give Melisse flowers ("Blight Orphans" side quests).

Kill the kidnappers ("A Daughter Ransomed" side quest).

Help the Statue of Peace ("Brothers of Stone" side quest in the Wending Woods).

Help Keenan send his last words to his wife ("Last Wishes" side quest).

Ask Velanna to join the Grey Wardens.

Side with Justice.

Choose her to go to the siege of Amaranthine.

Rescue her if she's left behind at the keep.

Kill the Architect's messenger who comes to Amaranthine after the siege.

Save Amaranthine during the siege.

Approval Decrease

Denigrate her choices as stupid.

Kill Steafan while he is caged in Kal'Hirol ("Wrong Place, Wrong Time" side quest).

Help the orphans' with their scarecrow or itching powder pranks ("Blight Orphans" side quests).

Give Anders over to the templars.

Kill or allow Eileen to be killed ("A Daughter Ransomed" side quest).

Side with the baroness.

Let the Architect's messenger who comes to Amaranthine after the seige go.

Crisis Moment

Sigrun will not abide by a decision to help the Architect in Drake's Fall as you approach the Mother's nest. She considers aiding the Architect an evil act. Sigrun may actually leave and battle the party if you still choose to side with the Architect, although Sigrun can be persuaded to stay if you're friendly with her.

Velanna

An angry elf who intensely dislikes humans because of what they have done to her people in the past, Velanna runs into the party as the primary figure in "The Righteous Path" main quest. Velanna is strong-willed and often defensive, and she has a tendency to lash out at people. She is, however, devoted to her people and very protective of her sister, Seranni, her only family.

Velanna at a Glance



Velanna

~ Starting Attributes ~

Strength **10** -- Dexterity **10** -- Willpower **40** -- Magic **50** -- Cunning **18** -- Constitution **20**

~ Class ~

Mage

Ranged DPS: With death magic, nature magic, and a little fire thrown in for good measure, Velanna can slay or stifle even the most ruthless of enemy mobs.

~ Starting Talents ~

Keeper: One with Nature

Mage: Arcane Bolt

Primal: Flame Blast, Flaming Weapons, Fireball, Inferno, Rock Armor, Stonefist

Creation: Heal

Entropy: Vulnerability Hex, Affliction Hex, Misdirection Hex, Drain Life, Death Magic, Curse of Mortality

~ Location ~

Wending Wood

~ Unlock Condition ~

Velanna will interact with the party a number of times in the Wending Wood. Eventually she will battle you as you confront her on the truth about what's happened to her clanmates. When she finally surrenders, she may join your party.

Combat Advice

You can take Velanna in many different ways with her extra talent points. Assuming you don't need an extra healer, fill out her Entropy school with Death Hex and Death Cloud. Pick up the last two Primal earth spells: Earthquake and Petrify. In keeping with her nature theme, buy the three remaining Keeper abilities: Thornblades, Replenishment, and Nature's Vengeance. The rest of her points can go toward new Mage school spells and another Primal attack chain.

In combat, avoid melee and drop powerful AoEs on enemy groups, such as Earthquake, or blast them dead with single-target spells such as Drain Life. If the enemy comes to Velanna, use One with Nature to set up a natural barricade around her. With the various upgrades to Keeper, she can root and crush opponents.

Personal Quest

With Velanna in your party, you may come across a random encounter of Dalish elves. You learn that Velanna was cast out of her clan because of her fanatical hatred of humans. Later on, she may confide in you how this came about. For more details see "Velanna's Exile" in the "Companions" section of the Side Quest chapter.

Gifts

Velanna's "plot gift" is a blank journal (found in the Chantry). She tells you at one point that she wishes the Dalish had more records of their history and stories, and you give her the blank book to write them in. Her other gifts are a discarded journal (Amaranthine), shiny malachite (Silverite Mine), an ornate silver bowl (Blackmarsh), an elven runestone (Deep Roads), and a carved greenstone (Kal'Hirol).

Velanna's Gifts

Gift	Found In	Location
Blank Journal	Pile of Books	Amaranthine Chantry
Carved Greenstone	Stone Container	Trade Quarter in Kal'Hirol
Discarded Journal	Crate	Amaranthine
Elven Runestone	Pile of Rocks	Vigil's Keep Deep Roads
Ornate Silver Bowl	Pile of Filth	Blackmarsh
Shiny Malachite	Pile of Rocks	Silverite Mine

Dialogue Choices

As with any companion, Velanna has dialogue choices whenever you interact with her, and sometimes she will pull you aside to speak with you about a topic. However, at important points in the game, you should know about plot-specific, area-specific, and throne room-specific dialogue that could change the game for your companion.

Plot-Specific Dialogue

Inside the Silverite Mine, Velanna has several conversations relating to the quest as she guides you from chamber to chamber.

Velanna wants desperately to save her sister; she is willing to spare the Architect's life in Drake's Fall just to get her sister back.

If you give her the blank journal, at first she scoffs at the gift. However, keep your tone friendly and eventually she comes around and you gain positive approval.

Area-Specific Dialogue

At the statue of Andraste in the Vigil's Keep courtyard after you've upgraded the walls, Velanna will start up a conversation with you.

Velanna has a conversation with some city elves outside Amaranthine about a Vhenadahl tree in the city.

Throne Room-Specific Dialogue

Velanna may tell you about her sorrow that the Dalish have lost their history.

After completing her personal quest, if you are warm with her, Velanna may confide in you what happened with her clan. After this conversation, you are eligible to be friendly.

Approval Increase

Stand up for her.

Tell her she's interesting.

Show her new ideas or perspectives on the world.

Give her hope for finding her sister.

Offer to aid her sister Seranni when you meet her in the Silverite Mine,

Don't tease her in front of the merchant Mervis, ("The Righteous Path" side quest).

Stand up for yourself with the Dark Wolf ("A Brewing Conspiracy" side quest).

Speak harshly to the bartender or the innkeeper Inside the Crown and Lion Inn.

Steal the sermons for the orphans ("Blight Orphans" side quests).

Stick up for Anders with the templars in the warehouse during the "Freedom for Anders" side quest.

Kill the kidnappers during the "A Daughter Ransomed" side quest.

Side with the baroness to get out of the Fade.

Choose her to fight at the siege of Amaranthine

Rescue her if she's left behind at the keep.

Save Vigil's Keep instead saving the city during the siege.

Approval Decrease

Lump her in with city elves.

Call her on her harshness.

Apologize on her behalf.

Reminded her of what she couldn't have.

Defend the Chantry, humans, or city elves.

Tell her she made a bad decision, or that sister can't be rescued.

Ignore her, tease her, or be sarcastic with her.

Speak harshly to her sister Seranni when you meet her in the Silverite Mine.

Take Keenan's side quest ("Last Wishes").

Insult her for being cynical about Keenan's request ("Last Wishes" side quest).

Tease her in front of the merchant Mervis ("The Righteous Path" side quest).

Give the sylvanwood to the Chantry ("From the Living Wood" side quest).

Kill Eileen, or allow her to be killed during the "A Daughter Ransomed" side quest.

Side with Justice to get out of the Fade.

Kill the Architect before the final battle against the Mother.

Help the Architect before the final battle against the Mother.

Crisis Moment

Velanna does not have a specific crisis moment. You can only reach a crisis with Velanna through poor approval rating. You can beg her to stay when you first hit the approval low point, but she will definitely leave the second time.

Mhairi

Mhairi is a new recruit to the Wardens. She joins you just outside the keep and is as surprised as you to find it under attack. She is determined and eager to prove herself, and her warrior talents will prove helpful in the battle to retake Vigil's Keep from the darkspawn. Unfortunately, becoming a Grey Warden is not as easy as wielding a sword and repeating an oath. After the "Assault on Vigil's Keep" quest completes, Mhairi perishes in the Joining ritual and another shining spirit is sacrificed to the cause.

Mhairi at a Glance



Mhairi

~ Starting Attributes ~

Strength **42** -- Dexterity **28** -- Willpower **21** -- Magic **14** -- Cunning **15** -- Constitution **13**

~ Class ~

Warrior

Tank: Unless you are a tank yourself, Mhairi and her Weapon and Shield talents will help keep the darkspawn off of you. Let her soak up damage while you hit the enemy back hard.

~ Starting Talents ~

Champion: War Cry, Rally, Motivate, Superiority

Warrior: Powerful, Threaten, Bravery

Weapon and Shield: Shield Bash, Shield Pummel, Overpower, Shield Block, Shield Cover, Shield Tactics, Shield Mastery, Shield Defense, Shield Balance, Shield Wall, Shield Expertise.

~ Location ~

Vigil's Keep

~ Unlock Condition ~

You begin with Mhairi when you first arrive at Vigil's Keep at the beginning of the game.

Combat Advice

It's just you and Mhairi at the beginning of your story as you approach Vigil's Keep. If you're a warrior yourself and specced to Sword and Shield, plunge into the fray and let Mhairi serve as extra damage. If you aren't a tank, allow Mhairi to take the lead and grab threat from approaching darkspawn. Give her a few seconds to hammer at a foe, then break out your offense. A mage can sit back and pick off targets with damage spells (being careful not to catch Mhairi in any AoE attacks), while melee warriors and rogues can sneak in from the side or rear to devastate the enemy.

For the most part Mhairi is the party's early damage shield, sucking up as many hits as possible, and should think defense first. Trigger Shield Bash and Shield Pummel when you want to keep foes off balance, especially if they break free to harass other party members. When the fight is under control, Mhairi can add a little extra offense herself with Overpower on the main enemy combatant.

Even when your second warrior, Oghren, joins up with you later in the keep, Mhairi should remain the tank. Oghren's talent lies in DPS, and though he can tank in a pinch by dealing large amounts of damage to keep the enemy's attention, Mhairi's talents more naturally fit into defensive tactics. She's a reliable rock, even when the darkspawn tide swells and threatens to sweep you all away.

Equipment

Mhairi is a warrior and a champion; she can wear any kind of armor and fights with a sword and shield. Save good drops for later companions, unless you need to load her up temporarily to clear out Vigil's Keep.

Gifts

Because Mhairi doesn't survive long, she has no specific gifts associated with her. Don't waste any gifts on her, even though she's a loyal companion during your run through Vigil's Keep. It's much better to save any gifts you may find for future companions.

Dialogue Choices

Mhairi introduces the player to the keep, and later voices the shock the player must feel at finding the keep under siege by the darkspawn, even after the Blight is finished.

Approval Increase

Make her feel necessary to the cause.

Try to help her Warden Friend, Rowland

Approval Decrease

Patronize her as a new recruit.

Ask her to hold back

Kill her Warden friend Rowland.

Crisis Moment

It's a rather big one, as Mhairi involuntarily leaves the party when she fails the Joining. All other potential companions you meet are safe from the perils of the Joining. Alas, poor Mhairi didn't have the right genes for the job.

Supporting Cast

Alec

First Appearance: Vigil's Keep



Alec is a simple shepherd on trial for theft. He is very grateful when he is set free.

Alistair

First Appearance: Vigil's Keep



Alistair is the son of the late King Maric, and one of the heroes from the original *Dragon Age: Origins*. Alistair may appear in *Awakening* as the king of Ferelden (depending on how your story played out at the end of *Origins*). He charges the new Warden-Commander with the task of rebuilding the Grey Wardens, and also asks that the Grey Wardens look into why the darkspawn have not fully retreated.

Ambassador Cera

First Appearance: Vigil's Keep



She is a diplomatic Formari emissary who resides in Vigil's Keep's throne room. You can ask Ambassador Cera to enchant items for your party, as well as sell you Runecrafting materials and lyrium potions.

Anora

First Appearance: Vigil's Keep



Anora is the daughter of Teyrn Loghain and the widow of King Cailan, who died at the beginning of *Origins*. Anora may appear in *Awakening* as the ruling queen of Ferelden (depending on how your story played out at the end of *Origins*). She charges the new Warden-Commander with the task of rebuilding the Grey Wardens, and also asks that the Grey Wardens look into why the darkspawn have not fully retreated (if Alistair is not the king).

The Architect

First Appearance: Silverite Mine



The Architect was the first darkspawn to be born different from the rest; he was not subject to their compulsions, and thus was an outcast. But he is brilliant and became determined to find a method so other darkspawn could think and speak for themselves. The ends always justify the means, to the Architect. He has no notion of morality and little concept of humanity. He is a brilliant scholar who has learned everything he knows from books, and is nowhere near as civilized as he projects.

Armaas

First Appearance: Silverite Mine



A qunari merchant who no longer follows the Qun (hence he was once of the Tal-Vashoth). He is driven by a desire for coin, and has consented to trade with the darkspawn. He will also trade with the Grey Wardens at Vigil's Keep if convinced that there are profits to be had.

Aura

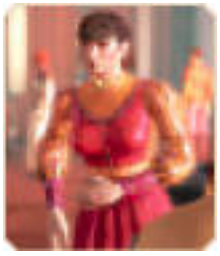
First Appearance: Vigil's Keep



Aura is Kristoff's wife. When she heard Vigil's Keep had been attacked, she pays a visit only to discover that her husband is dead and his body is occupied by a spirit from the Fade. Naturally, she doesn't react well to this.

Bann Esmerelle

First Appearance: Vigil's Keep



She is the richest and most powerful noble in the arling of Amaranthine, and the steward of the namesake city. She's used to getting her way. Esmerelle bears a grudge against Arl Rendon Howe's murderer, and attempts to assassinate the Grey Warden commander.

The Baroness

First Appearance: Blackmarsh



The baroness is a cruel and sadistic woman who preyed on the children of the village she ruled over, using their blood to power rituals that kept her young. Eventually the villagers rose up against her and burned down her manor with her in it. Before she died, she cast a spell that dragged all of them into the Fade—where they remain, trapped in a dreamworld with the baroness still ruling over them with an iron fist. She is imperious, proud, and so self-entitled she believes that the lives of her subjects are her due.

Captain Garevel

First Appearance: Vigil's Keep



Captain Garevel is a high-ranking officer in the Grey Wardens. He is a practical man devoted to duty, and he oversees the security of Vigil's Keep.

Clifton

First Appearance: Amaranthine



Clifton is the owner/operator of the bar at Amaranthine's Crown and Lion Inn. He is a gruff man, not given to putting up with shenanigans from his customers, but not unfriendly either.

Colbert

First Appearance: Amaranthine



Colbert is a simple man who enjoys hunting and ale. On one such expedition he runs into trouble and has a valuable lead to offer you when you visit Amaranthine.

Constable Aidan

First Appearance: Amaranthine



Constable Aidan is in charge of Amaranthine's defense. He loves his city and would do anything to protect it. Speak with him while visiting Amaranthine and he'll offer you a few quests.

Dailan

First Appearance: Kal'Hirol



The apparition of a courageous dwarven warrior who was willing to look beyond caste and tradition to protect the things he loved, Dailan resided in the long-dead city of Kal'Hirol.

Danella

First Appearance: Vigil's Keep



Danella is a young soldier from Vigil's Keep who left her post to save her family from the darkspawn. She is on trial for desertion, and if she is treated badly the other soldiers may not be happy.

Dark Wolf

First Appearance: Amaranthine



The Dark Wolf is an elusive vigilante figure. He does what he can to strike back at corrupt nobles and has become a bit of a folk hero. Seek him out in Amaranthine if you want help with the conspiracies circulating around your rule at Vigil's Keep. Just bring a ton of coin with you.

Delilah Howe

First Appearance: Amaranthine



Delilah was once a noblewoman of means, the daughter of Arl Rendon Howe. But when he was executed for treason and her family ruined, she married a commoner—and discovered she was actually much happier away from her father's intrigues and all the bitterness of the family.

Derren

First Appearance: Vigil's Keep



This lesser noble is feuding with another noble over land that both believe is theirs. He's one of the few nobles who is a genuine ally of the Warden-Commander, whom he expects to watch his back.

The Architect's War Leader

First Appearance: Kal'Hirol



The disciple commander is the leader of the Architect's forces who are invading Kal'Hirol to destroy the Lost and his broodmothers.

Dworkin

First Appearance: Vigil's Keep



Dworkin is known as "Dworkin the Mad." He experiments with different substances to create explosives, and he enjoys blowing things up. If you bring him lyrium sand, he'll make those explosives for you.

Eileen

First Appearance: Forlorn Cove



Eileen is Ser Edgar Bensley's daughter who is being held ransom by Mosley the Snake and his vile lot. It's up to you to rescue her near the abandoned chantry in Forlorn Cove.

Felsi

First Appearance: Vigil's Keep



A returning character from *Dragon Age: Origins*, Felsi is Oghren's on-again, off-again companion. They got married after the archdemon was killed and had a child together. However, domestic bliss did not last, and Felsi ended up throwing Oghren out of the house. When she discovers that Oghren has signed up with the Grey Wardens, she goes to Vigil's Keep to confront him.

The First

First Appearance: Blackmarsh



He was the first darkspawn freed from their dominant hive mind by the Architect—hence the name. Once free, however, he found himself confused and bewildered, unable to cope and resentful against his creator. He joined the Mother in her rebellion against the Architect, but soon she betrays him and he finds himself trapped in the Fade. The First is desperate to survive and will do anything to get back to the real world.

The Herald

First Appearance: Vigil's Keep



The Herald is general of the Mother's army. When the Architect freed him, he reacted badly to his newfound sentience, and turned to the Mother's side. The Herald revels in violence.

Herren

First Appearance: Vigil's Keep



The lesser partner of Master Wade, Herren and Wade have traveled out to Vigil's Keep from their destroyed shop, once in the Denerim Market District. Herren is a good businessman and shopkeeper saddled with a smith who is prone to flights of fancies. Wade makes the final calls, and Herren has to deal with the fallout.

Ines

First Appearance: Wending Wood



Ines is an experienced, older mage. She spends a lot of time in remote areas hunting down rare plants and has very little patience for other people and basic etiquette. She asks you to look for a rare plant, sending you on a quest in the Wending Wood.

Jacen

First Appearance: Vigil's Keep



A cocky young elf who has been recruited by the Grey Wardens, Jacen is something of a prodigy with a bow and arrow, and knows it.

Keenan

First Appearance: Wending Wood



Keenan is a young Grey Warden who is utterly devoted to his duty. He is self-sacrificing and has great respect for the Warden-Commander.

Kendrick

First Appearance: Amaranthine



Kendrick is a merchant who maintains the bulletin board for the Merchants Guild in Amaranthine. He rewards the player for performing the different tasks listed on the board.

Lady Liza Packton

First Appearance: Vigil's Keep



This lesser noble has been promised some land; however, another noble is disputing her claim.

Lady Morag

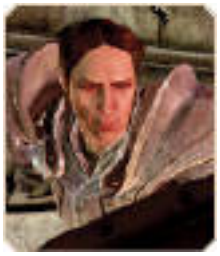
First Appearance: Vigil's Keep



Lady Morag is Lord Guy's associate, who also does not like Orlesians. She wants to calm Lord Guy down before his rash words get them both killed.

Lilith the Merchant

First Appearance: Random Encounter



During a random encounter, you find this merchant attacked by darkspawn. She's very grateful if rescued.

Loghain

First Appearance: Vigil's Keep



A returning character from *Dragon Age: Origins*, Loghain was born a farmer during a time when his country was under foreign occupation. When he was still a boy, he joined the resistance, where his considerable tactical genius quickly became apparent. He became close friends with Prince Maric, the last true heir to the throne, and together they led the rebels to drive out the invading forces of the Orlesian Empire. Maric raised his friend to the nobility, and Loghain is almost more of a symbol to his people than a man: He represents the Fereldan ideals of hard work and independence.

Loghain may appear in *Awakening*, if he was allowed to live in *Origins* and was made into a Grey Warden. He pays his respects to the new commander, and reports that he has been sent away from Ferelden and stationed in Orlais.

Lord Eddelbrek

First Appearance: Vigil's Keep



The second most important noble in Amaranthine, he is the largest land owner in the arling and provides a great deal of the food. He's much more popular than Esmerelle.

Lord Guy

First Appearance: Vigil's Keep



A noble who gets drunk at a party. Like many people, he has a deep hostility toward Orlais and if the Warden-Commander is the Orlesian Grey Warden, he will cause a scene. How you deal with it has political implications.

The Lost

First Appearance: Kal'Hirol



The Lost is one of the Mother's lieutenants. He is slightly mad from being able to think for himself, which the darkspawn should not do. He guards the broodmothers in the depths of Kal'Hirol.

Maverlies

First Appearance: Vigil's Keep



Maverlies is a soldier dedicated to the defense of Vigil's Keep. She knows the keep extremely well, and warns you of mysterious goings-on in the keep's basement levels.

Mervis

First Appearance: Amaranthine



Mervis is a member of the Merchants Guild in Amaranthine. The guild is having problems with their caravans being attacked and Mervis is desperately looking for a solution to the problem. He doesn't know who or what is attacking the caravans and hopes the Grey Wardens can investigate.

The Messenger

First Appearance: Siege of Amaranthine



The Messenger works for the Architect. He comes bearing news that the attack on the city of Amaranthine is a feint; he poses a difficult decision for the Warden-Commander. The commander decides if the Messenger is ultimately spared or killed.

Micah

First Appearance: Amaranthine



Micah is a man of few words. He tends not to speak unless he has something important to say, and then usually only after his partner Colbert has said something first. He prefers to stay out of other's way, and hopes that others will also stay out of his way.

Mischa

First Appearance: Amaranthine



Mischa was a merchant in Orzammar who took pity on the young casteless thief, Sigrun, and allowed Sigrun to run errands for her for a bit of money. Sigrun ended up helping the local crime lord frame Mischa for a crime she did not commit. Mischa was exiled and now lives on the surface, having lost everything. She blames Sigrun for her misfortune.

Mistress Woolsey

First Appearance: Vigil's Keep



Mistress Woolsey is the treasurer for the Grey Wardens. She is experienced and has a great understanding of what's going on in the world.

The Mother

First Appearance: Lair of the Mother



Once, the Mother was a young human woman. Sadly, she was infected with the Blight and transformed into a monstrous creature built only for birthing darkspawn. Her mind was subsumed by her dark impulses, but when the Architect freed her from those impulses, she regained a bit of her identity. Discovering that she had become a twisted, hideous creature drove her insane. Now she exists as a creature of chaos, a gibbering mad monster determined to be queen of the darkspawn so that she can destroy them, herself, and the world along with her.

Namaya

First Appearance: Amaranthine



A past companion of Anders, Namaya is supposed to meet Anders in Amaranthine to get him his phylactery back. When she passes the information along, it's up to you to decide whether you aid Anders or not on his personal quest.

Nida

First Appearance: Amaranthine



Nida is the Grey Warden Keenan's wife. Nida hardly sees her husband. She has endured long years of sadness knowing he'd rather fight darkspawn instead of starting a family with her. Now, he has been assigned to help rebuild the Fereldan Wardens, and has brought her with him. She lives in Amaranthine, a stranger in a city she doesn't know.

Queen of the Blackmarsh

First Appearance: Blackmarsh



When the baroness first came to Blackmarsh, she helped the villagers get rid of a dragon that had built its nest close to the village. She used powerful, untried magic that had unforeseen effects. The dragon's body remained in the real world, while its essence was banished to the Fade. Fearful that the dragon would somehow return to the real world, the baroness tore its physical body apart, and scattered its bones about the marsh. If you find and gather the bones, you can summon it back to the real world for a confrontation.

Revered Mother

First Appearance: Amaranthine



A snooty, control freak of a religious figure who is condescending and arrogant in her righteousness, she runs the Chantry in Amaranthine.

Rowland

First Appearance: Vigil's Keep



This young and idealistic warrior was recruited into the Grey Wardens and served alongside Mhairi. When you encounter him, he is injured and dying.

Rylock

First Appearance: Amaranthine



She is a commander of the templars, an order of holy knights that watch the mages of society. Rylock is in pursuit of Anders, the escaped mage, and will stop at nothing to bring him to templar justice.

Samuel

First Appearance: Vigil's Keep



Samuel was a groundskeeper who once worked in the service of Arl Howe. When the Grey Wardens took over the estate, Samuel decided to remain. Nathaniel Howe has fond memories of Samuel, and you should visit with the groundskeeper in the eastern section of Vigil's Keep.

Ser Tamra

First Appearance: Vigil's Keep



This noblewoman can potentially be swayed to your side and offer you information on a conspiracy against the Warden-Commander. Her main asset is her penchant for spying. She will risk a great deal to help you.

Ser Temmerly the Ox

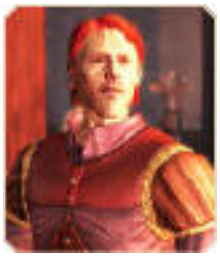
First Appearance: Vigil's Keep



A knight accused of murder, he is a strong, burly man, and even though he is accused of a crime, he is proud and defiant.

Ser Timothy

First Appearance: Vigil's Keep



Lady Esmerelle's associate has arguments with other nobles.

Seranni

First Appearance: Silverite Mine



Seranni is Velanna's younger sister. She has led a somewhat sheltered life, even as a nomadic Dalish, because Velanna has always protected her. As a result, Seranni is trusting and idealistic. When she springs the group from the Architect's first hideout, she has been infected with the darkspawn disease, and has started to believe that the Architect is not just an evil darkspawn, but something more.

Statue of Peace

First Appearance: Wending Wood



This ancient Avvar barbarian was turned to stone by a Tevinter magister over a thousand years ago. Unlike his brother (the Statue of War), he has come to terms with his condition. He sleeps for years at a time.

Statue of War

First Appearance: Wending Wood



This ancient Avvar barbarian was turned to stone by a Tevinter magister over a thousand years ago. He has forgotten a great deal and is consumed by anger and revenge.

Steafan

First Appearance: Kal'Hirol



Steafan is a young thief who has been captured by the darkspawn. If you choose to free him in Kal'Hirol, he will return safely to Amaranthine.

Utha

First Appearance: Silverite Mine



Utha is one of the Architect's closest allies, and was once a Silent Sister and a Grey Warden. The Architect used her blood to awaken some other darkspawn. Utha is very loyal to the Architect.

Varel

First Appearance: Vigil's Keep



Varel is an educated man, a fifth son from a noble family who has devoted his life to running Vigil's Keep. He has a strong interest in tradition, and he's hoping to have the keep restored now that it has new owners. He manages the affairs of the keep while you are away.

Voldrik

First Appearance: Vigil's Keep



Voldrik is a master stonemason and Dworkin's brother. He is very serious about his work and proud of what he does. He will aid you in strengthening Vigil Keep's defenses if you have the sovereigns to match his superior tastes.

Wade

First Appearance: Vigil's Keep



Partner with Herren, travelers from the distant city of Denerim, Wade is a master smith who always longs for a project that will test his abilities. He is an eccentric genius and seeks perfection.

The Withered

First Appearance: Vigil's Keep



This follower of the Architect is in many ways like the Architect—calm and civilized, though he isn't as familiar with speaking the languages of humans. The Withered is the PC's first major encounter with a talking darkspawn.

Wynne

First Appearance: Amaranthine



A returning character from *Dragon Age: Origins*, Wynne is a spirit healer from the Circle of the Magi. She has served the Circle for most of her life and is a well-respected mentor and mage. Wynne has very strong morals and sense of duty. She believes wholeheartedly in what the Circle does and believes that through discipline, learning, and wisdom, mages can learn to control and use their gifts to serve Ferelden.

Wynne believes that fear of magic stems from a lack of understanding. She is careful in her speech and carries herself with dignity because she knows that she will be judged as a mage, and wants to present herself as someone who is to be respected, but not feared or reviled. Wynne was saved from death by a Spirit of Faith, which has now bonded to her and sustains her. The spirit is weakening and when it can no longer sustain her, Wynne will die. She has made peace with this.

When you meet her, she is preparing to journey to Cumberland, where the College of Enchanters is convening. She may ask a favor of you if you're inclined to help out.

Equipment

Note: This chapter includes only the equipment found in *Awakening*. Although you can import other equipment from *Origins* with your character, you will quickly want to upgrade to the better Tier 8 and Tier 9 equipment found only in *Awakening*.

Suit up in the Sentinel armor, intimidating foes with a look as black and scary as the deepest abyss, and you'll love to see your warrior strut into every fight. Gather the exotic components and ask Master Wade to craft you Vigilance, the mightiest sword in the game, and your PC will cut through all but the strongest monsters with a stroke or two. Each upgrade to your gear is another step on the path toward adventuring godhood.

All party members need good weapons, helmets, gloves, chest pieces, boots, and various accessories. Magical or otherwise, these items bulk up your defense, improve attribute scores, and give you special powers. Whatever you don't fit in your character equipment slots goes into your party inventory, which you can draw from with any character.

Tip: Companions back at Vigil's Keep can hold onto items as well. If you don't have enough space in your inventory to store everything, load up your extra companions or drop items in the Personal Storage chest in the throne room.

Weapon and Armor Materials

When purchasing weapons and armor from vendors or upgrading from monster drops or treasure finds, pay close attention to the items' material types. The game breaks items down into nine different tiers in several different materials. For example, Tier 1 iron won't provide as much damage or damage reduction as the Tier 4 veridium. In general, a higher tier means a better item, if you have the requirements to use it. However, some items may hold special bonuses that override the tier system. If, for example, you're a warrior and find a Tier 9 weapon with bonuses to cunning, you may want to hold on to your old Tier 8 weapon with its strength bonus. Unless you rely on a lot of your old equipment, in *Awakening*, you will generally deal only with Tier 8 and Tier 9 gear.

Most of your equipment comes from vendors, monsters, or treasure; however, you can also find very special items as you complete side quests. You can collect the full set of the super-cool Sentinel armor, for example, in the Blackmarsh during your brush with the First and on the "Tears in the Veil" side quest.

	Material Type
Metals	Iron (Tier 1)
	Grey Iron (Tier 2)
	Steel (Tier 3)
	Veridium (Tier 4)
	Red Steel (Tier 5)
	Silverite (Tier 6)
	Dragonbone (Tier 7)
	White Steel (Tier 8)
	Volcanic Aurum (Tier 9)
Woods	Elm (Tier 1)
	Ash (Tier 2)
	Yew (Tier 3)
	Whitewood (Tier 4)
	Ironbark (Tier 5)
	Sylvanwood (Tier 6)
	Dragonthorn (Tier 7)
	Vhenadahl (Tier 8)
	Ancestral Heartwood (Tier 9)
Leathers	Rough Hide (Tier 1)
	Cured Hide (Tier 2)
	Leather (Tier 3)
	Hardened Leather (Tier 4)
	Reinforced Leather (Tier 5)
	Inscribed Leather (Tier 6)
	Drakeskin (Tier 7)
	Dragonwing (Tier 8)
	High Dragon Hide (Tier 9)

Vendor Shopping

In every major city and village, merchant vendors sell their goods to anyone who flashes a coin at them. Some specialize in armor, while others dabble in the elements of crafting. Some places like the Amaranthine Market District are home to many vendors, and you can find just about anything, legal or otherwise.

Backpacks

As soon as you can afford a backpack, go out and buy one. Each backpack increases your inventory capacity by 10 slots. It's well worth the investment to gain extra holding space on those long dungeon treks. You can find backpacks in Amaranthine, Vigil's Keep courtyard, and four backpacks on Yuriah in the throne room. You can access a new backpack from Yuriah each time you upgrade his store through various merchant-related side quests.

Glassric's Wares (Amaranthine)

Herren's Merchandise (Vigil's Keep)

Yuriah's Wares (Throne Room)

Yuriah's Wares Upgrade 1 (Throne Room)

Yuriah's Wares Upgrade 2 (Throne Room)

Yuriah's Wares Upgrade 3 (Throne Room)

Manuals

Most manuals train you in a class specialization, a rare and valuable thing. The Manual of Focus allows you to re-spec your character. You can find manuals at the following vendors:

Cera's Rune Stock, Throne Room (Manual: Battlemage)

Dwarven Bartender, The Crown and the Lion Inn (Manual: Blood Mage)

Dwarven Bartender, The Crown and the Lion Inn (Manual: Reaver)

Glassric's Wares, Amaranthine (Manual: Legionnaire Scout)

Henley's Apothecary, Amaranthine (Manual: Keeper)

Herren's Merchandise, Vigil's Keep (Manual: Guardian)

Herren's Merchandise, Vigil's Keep (Manual of Focus)

Octham's Goods, Amaranthine (Manual: Spirit Warrior)

Yuriah's Wares, Throne Room (Manual: Shadow)

Rune Tracings

Once you level up a bit and have some sovereigns weighing down your pockets, you'll want to invest in top-notch runes to empower your better weapons. Look for the new masterpiece and paragon runes, plus some specialty runes, at the following vendors:

Cera's Rune Stock, Throne Room (Evasion Rune Tracing)

Dwarven Bartender, Crown and Lion Inn (Intensifying Rune Tracing)

Glassric's Wares, Amaranthine (Menacing Rune Tracing)

Octham's Goods, Amaranthine (Amplification Rune Tracing)

Yuriah's Wares Upgrade 1, Throne Room (Endurance Rune Tracing)

Yuriah's Wares Upgrade 1, Throne Room (Masterpiece Lightning Rune Tracing)

Yuriah's Wares Upgrade 2, Throne Room (Masterpiece Dweomer Rune Tracing)

Yuriah's Wares Upgrade 2, Throne Room (Masterpiece Silverite Rune Tracing)

Yuriah's Wares Upgrade 2, Throne Room (Masterpiece Reservoir Rune Tracing)

Yuriah's Wares Upgrade 2, Throne Room (Paragon Lightning Rune Tracing)

Yuriah's Wares Upgrade 2, Throne Room (Paragon Reservoir Rune Tracing)

Yuriah's Wares Upgrade 3, Throne Room (Paragon Dweomer Rune Tracing)

Yuriah's Wares Upgrade 3, Throne Room (Paragon Silverite Rune Tracing)

Merchant Vendor Lists

Until you can craft items for yourself with Runecrafting, Herbalism, Poison-Making, and Trap-Making, vendors will be your primary source for runes, health poultices, lyrium potions, and any poisons or traps you may want to use in your adventuring. Even after you start crafting, you will visit vendors often to fill up on the components necessary for your crafts. Note which vendors service your needs the best, because you'll return to them often. While shopping, you will spot unique magic items in almost every shop (marked with an "*" in the following vendor lists). Build up your sovereigns to purchase these choice items for your end-game campaign. Also keep in mind that vendors' stores can upgrade later in the game. Stock that was once dull may hold a new surprise or two. Any time that you want to unload items and sell for profit, take a quick glance at the merchandise in case something new, or suddenly relevant, catches your eye.

Tip: Sell most of your extra inventory at Yuriah's Wares in the Vigil's Keep throne room. Vendors keep the items you sell to them, and you never know when you'll want to buy back that main-hand mace or special rune later in the game. If it's at Yuriah's, you definitely know where to find it.

The following merchant vendor lists show you all saleable items organized by location. If you happen to be passing through Amaranthine or Vigil's Keep, just look up the shops and note anything that you need to stock up on. So gather up some coin and get shopping already!

Merchant Name	Item Name	Item Quantity
Amaranthine		
Glassric's Wares	Aodh*	1
Glassric's Wares	Arrow of Filth	80
Glassric's Wares	Axe	1
Glassric's Wares	Backpack	1
Glassric's Wares	Battleaxe	1
Glassric's Wares	Biteback Axe*	1
Glassric's Wares	Concentrator Agent	1
Glassric's Wares	Corrupter Agent	1
Glassric's Wares	Dagger	1
Glassric's Wares	Deep Mushroom	21
Glassric's Wares	Demonslayer*	1
Glassric's Wares	Distillation Agent	1
Glassric's Wares	Dwarven Armor	1
Glassric's Wares	Dwarven Armored Boots	1
Glassric's Wares	Dwarven Armored Gloves	1
Glassric's Wares	Dwarven Helmet	1
Glassric's Wares	Dwarven Large Round Shield	1
Glassric's Wares	Engraved Mace*	1
Glassric's Wares	Exalted Maul*	1
Glassric's Wares	Expert Cold Iron Rune Tracing	1
Glassric's Wares	Expert Hale Rune Tracing	1
Glassric's Wares	Expert Reservoir Rune Tracing	1
Glassric's Wares	Expert Silverite Rune Tracing	1
Glassric's Wares	Expert Stout Rune Tracing	1
Glassric's Wares	Explosive Bolt	30
Glassric's Wares	Fire Arrow	99
Glassric's Wares	Fire Bolt	99
Glassric's Wares	Fire Bomb	2
Glassric's Wares	Fire Bomb Recipe	1
Glassric's Wares	Freeze Bomb Recipe	1
Glassric's Wares	Frenzy*	1
Glassric's Wares	Glamour Charm	16
Glassric's Wares	Grandmaster Cold Iron Rune Tracing	1
Glassric's Wares	Grandmaster Stout Rune Tracing	1
Glassric's Wares	Gravity Trap	1
Glassric's Wares	Greater Elixir of Grounding	4
Glassric's Wares	Greater Health Poultice	3
Glassric's Wares	Greater Ice Salve	4
Glassric's Wares	Greater Nature Salve	2
Glassric's Wares	Greater Spirit Balm	1
Glassric's Wares	Greater Stamina Draught	3
Glassric's Wares	Greater Warmth Balm	3
Glassric's Wares	Greatsword	1
Glassric's Wares	Heraldry: Aeducan	1
Glassric's Wares	Heraldry: Legion of the Dead	1
Glassric's Wares	Imperial Edge*	1
Glassric's Wares	Injury Kit	7
Glassric's Wares	Journeyman Cold Iron Rune Tracing	1
Glassric's Wares	Journeyman Hale Rune Tracing	1
Glassric's Wares	Journeyman Reservoir Rune Tracing	1
Glassric's Wares	Journeyman Silverite Rune Tracing	1
Glassric's Wares	Journeyman Stout Rune Tracing	1

Glassric's Wares	Knockback Bolt	80
Glassric's Wares	Large Caltrop Trap	4
Glassric's Wares	Large Caltrop Trap Plans	1
Glassric's Wares	Large Claw Trap	6
Glassric's Wares	Large Claw Trap Plans	1
Glassric's Wares	Large Shrapnel Trap	3
Glassric's Wares	Large Shrapnel Trap Plans	1
Glassric's Wares	Longshot*	1
Glassric's Wares	Longsword	1
Glassric's Wares	Mace	1
Glassric's Wares	Manual: Legionnaire Scout	1
Glassric's Wares	Master Cold Iron Rune Tracing	1
Glassric's Wares	Master Hale Rune Tracing	1
Glassric's Wares	Master Reservoir Rune Tracing	1
Glassric's Wares	Master Silverite Rune Tracing	1
Glassric's Wares	Master Stout Rune Tracing	1
Glassric's Wares	Maul	1
Glassric's Wares	Menacing Rune Tracing	1
Glassric's Wares	Metal Shard	99
Glassric's Wares	Poisoned Caltrop Trap	2
Glassric's Wares	Poisoned Caltrop Trap Plans	1
Glassric's Wares	Potent Health Poultice	2
Glassric's Wares	Pure Iron	1
Glassric's Wares	Rock Salve	43
Glassric's Wares	Seeker's Chain*	1
Glassric's Wares	Shock Bomb Recipe	1
Glassric's Wares	Shock Coating	2
Glassric's Wares	Small Caltrop Trap Plans	1
Glassric's Wares	Small Claw Trap Plans	1
Glassric's Wares	Small Shrapnel Trap	8
Glassric's Wares	Small Shrapnel Trap Plans	1
Glassric's Wares	Snow Globe*	1
Glassric's Wares	Spring Trap Plans	1
Glassric's Wares	Sureshot Bolt	80
Glassric's Wares	Talon of the Skies*	1
Glassric's Wares	Thorval's Luck*	1
Glassric's Wares	Trap Trigger	99
Glassric's Wares	Yusaris*	1
Henley's Apothecary	Concentrator Agent	1
Henley's Apothecary	Corrupter Agent	1
Henley's Apothecary	Deep Mushroom	12
Henley's Apothecary	Distillation Agent	1
Henley's Apothecary	Elfroot	98
Henley's Apothecary	Emerald	1
Henley's Apothecary	Fire Crystal	4
Henley's Apothecary	Flame Coating	7
Henley's Apothecary	Flask	1
Henley's Apothecary	Flawless Ruby	1
Henley's Apothecary	Freezing Coating	6
Henley's Apothecary	Frostrock	6
Henley's Apothecary	Frozen Lightning	8
Henley's Apothecary	Garnet	1
Henley's Apothecary	Greater Elixir of Grounding	6
Henley's Apothecary	Greater Health Poultice	16
Henley's Apothecary	Greater Health Poultice Recipe	1
Henley's Apothecary	Greater Ice Salve	7
Henley's Apothecary	Greater Lyrium Potion	5
Henley's Apothecary	Greater Nature Salve	4
Henley's Apothecary	Greater Spirit Balm	2
Henley's Apothecary	Greater Stamina Draught	8
Henley's Apothecary	Greater Warmth Balm	11
Henley's Apothecary	Health Poultice	22

Henley's Apothecary	Health Poultice Recipe	1
Henley's Apothecary	Heraldry: Dragon's Peak Bannorn	1
Henley's Apothecary	Heraldry: Templars	1
Henley's Apothecary	Incense of Awareness Recipe	1
Henley's Apothecary	Injury Kit Recipe	1
Henley's Apothecary	Lesser Elixir of Grounding	11
Henley's Apothecary	Lesser Elixir of Grounding Recipe	1
Henley's Apothecary	Lesser Health Poultice	36
Henley's Apothecary	Lesser Ice Salve	13
Henley's Apothecary	Lesser Ice Salve Recipe	1
Henley's Apothecary	Lesser Lyrium Potion	12
Henley's Apothecary	Lesser Lyrium Potion Recipe	1
Henley's Apothecary	Lesser Nature Salve	7
Henley's Apothecary	Lesser Nature Salve Recipe	1
Henley's Apothecary	Lesser Spirit Balm	4
Henley's Apothecary	Lesser Stamina Draught	18
Henley's Apothecary	Lesser Stamina Draught Recipe	1
Henley's Apothecary	Lesser Warmth Balm	9
Henley's Apothecary	Lesser Warmth Balm Recipe	1
Henley's Apothecary	Lyrium Dust	1
Henley's Apothecary	Lyrium Potion	8
Henley's Apothecary	Lyrium Potion Recipe	1
Henley's Apothecary	Magebane	3
Henley's Apothecary	Manual: Keeper*	1
Henley's Apothecary	Potent Health Poultice	9
Henley's Apothecary	Potent Lyrium Potion	3
Henley's Apothecary	Potent Stamina Draught	5
Henley's Apothecary	Rock Salve Recipe	1
Henley's Apothecary	Shock Coating	5
Henley's Apothecary	Spirit Shard	7
Henley's Apothecary	Stamina Draught	12
Henley's Apothecary	Swift Salve Recipe	1
Octham's Goods	Amplification Rune Tracing	1
Octham's Goods	Archon Robes*	1
Octham's Goods	Ashen Gloves*	1
Octham's Goods	Black Hand Gauntlets*	1
Octham's Goods	Cinderfel Gauntlets*	1
Octham's Goods	Collective Arming Cowl*	1
Octham's Goods	Elementalist's Grasp*	1
Octham's Goods	Enchanter's Arming Cap*	1
Octham's Goods	Enchanter's Footing*	1
Octham's Goods	Expert Dweomer Rune Tracing	1
Octham's Goods	Expert Immunity Rune Tracing	1
Octham's Goods	Expert Paralyze Rune Tracing	1
Octham's Goods	Expert Slow Rune Tracing	1
Octham's Goods	Fire Crystal	11
Octham's Goods	First Enchanter Robes*	1
Octham's Goods	First Enchanter's Cowl*	1
Octham's Goods	Frostrock	8
Octham's Goods	Frozen Lightning	13
Octham's Goods	Golden Vase*	1
Octham's Goods	Grandmaster Immunity Rune Tracing	1
Octham's Goods	Grandmaster Paralyze Rune Tracing	1
Octham's Goods	Grandmaster Slow Rune Tracing	1

Octham's Goods	Heaven's Wrath*	1
Octham's Goods	Heraldry: City of Amaranthine	1
Octham's Goods	Imperial Weavers*	1
Octham's Goods	Journeyman Dweomer Rune Tracing	1
Octham's Goods	Journeyman Immunity Rune Tracing	1
Octham's Goods	Journeyman Paralyze Rune Tracing	1
Octham's Goods	Journeyman Slow Rune Tracing	1
Octham's Goods	Lucky Cap*	1
Octham's Goods	Magister's Staff*	1
Octham's Goods	Magus Ward*	1
Octham's Goods	Manual: Spirit Warrior*	1
Octham's Goods	Master Dweomer Rune Tracing	1
Octham's Goods	Master Immunity Rune Tracing	1
Octham's Goods	Master Paralyze Rune Tracing	1
Octham's Goods	Master Slow Rune Tracing	1
Octham's Goods	Oven Mitts*	1
Octham's Goods	Reinforced Magus Cowl*	1
Octham's Goods	Robes of the Gifted*	1
Octham's Goods	Shaperate's Blessing*	1
Octham's Goods	Silk Weave Gloves*	1
Octham's Goods	Spellfury*	1
Octham's Goods	Spirit of the Woods*	1
Octham's Goods	Spirit Shard	7
Octham's Goods	Staff of the Ephemeral Order*	1
Octham's Goods	Storm Talons*	1
Octham's Goods	Tevinter Mage Robes*	1
Octham's Goods	The Libertarian's Cowl*	1
Octham's Goods	Winter Boots*	1
Octham's Goods	Wintersbreath*	1
Crown and Lion Inn		
Dwarven Bartender	Acid Flask Recipe	1
Dwarven Bartender	Acidic Coating Recipe	1
Dwarven Bartender	Acidic Grease Trap Plans	1
Dwarven Bartender	Antivan Leather Boots	1
Dwarven Bartender	Armsman's Tensioner*	1
Dwarven Bartender	Bow of the Golden Sun*	1
Dwarven Bartender	Choking Powder Cloud Trap Plans	1
Dwarven Bartender	Concentrated Crow Poison Recipe	1
Dwarven Bartender	Concentrated Deathroot Extract Recipe	1
Dwarven Bartender	Concentrated Venom Recipe	1
Dwarven Bartender	Concentrator Agent	99
Dwarven Bartender	Corrupter Agent	99
Dwarven Bartender	Crossbow	1
Dwarven Bartender	Crow Dagger	1
Dwarven Bartender	Crow Poison Recipe	1
Dwarven Bartender	Deathroot	22
Dwarven Bartender	Deathroot Extract Recipe	1
Dwarven Bartender	Demonic Ichor	8
Dwarven Bartender	Distillation Agent	99
Dwarven Bartender	Fingers of the Nimble*	1

Dwarven Bartender	Flaming Coating Recipe	1
Dwarven Bartender	Flask	99
Dwarven Bartender	Fleet Feet*	1
Dwarven Bartender	Heraldry: Antivan Crows	1
Dwarven Bartender	Intensifying Rune Tracing	1
Dwarven Bartender	Interesting Lure Trap Plans	1
Dwarven Bartender	Lifestone	1
Dwarven Bartender	Longbow	1
Dwarven Bartender	Magebane Poison Recipe	1
Dwarven Bartender	Mage's Eye*	1
Dwarven Bartender	Manual: Blood Mage*	1
Dwarven Bartender	Manual: Reaver*	1
Dwarven Bartender	Misery*	1
Dwarven Bartender	Poisoned Caltrop Trap Plans	1
Dwarven Bartender	Potent Health Poultice	5
Dwarven Bartender	Potent Stamina Draught	3
Dwarven Bartender	Shadow of the Empire*	1
Dwarven Bartender	Shock Coating Recipe	1
Dwarven Bartender	Shortbow	1
Dwarven Bartender	Sleeping Gas Trap Plans	1
Dwarven Bartender	Soldier's Bane Recipe	1
Dwarven Bartender	Studded Leather Armor	1
Dwarven Bartender	Studded Leather Boots	1
Dwarven Bartender	Studded Leather Gloves	1
Dwarven Bartender	Studded Leather Helm	1
Dwarven Bartender	Thorn of the Dead Gods*	1
Dwarven Bartender	Toxin Extract	1
Dwarven Bartender	Venom Recipe	1
Dwarven Bartender	Voice of Velvet*	1
Silverite Mine		
Armaas's Goods	Adder's Kiss	5
Armaas's Goods	Arrow of Filth	40
Armaas's Goods	Concentrated Deathroot Extract	6
Armaas's Goods	Darkspawn Greatsword	1
Armaas's Goods	Darkspawn Longsword	1
Armaas's Goods	Demonic Poison	3
Armaas's Goods	Fire Arrow	40
Armaas's Goods	Fire Bolt	40
Armaas's Goods	Fire Bomb	13
Armaas's Goods	Flame Coating	6
Armaas's Goods	Fleshrot	4
Armaas's Goods	Freeze Bomb	8
Armaas's Goods	Freezing Coating	5
Armaas's Goods	Shock Bomb	4
Armaas's Goods	Shock Coating	4
Armaas's Goods	Soulrot Bomb	3
Vigil's Keep		
Herren's Merchandise	Axe	1
Herren's Merchandise	Backpack	1
Herren's Merchandise	Battleaxe	1
Herren's Merchandise	Clamshell Plate Armor*	1
Herren's Merchandise	Commander's Helm	1
Herren's Merchandise	Dagger	1
Herren's Merchandise	Denerim Guard Shield	1
Herren's Merchandise	Executioner's Helm*	1
Herren's Merchandise	Fire Arrow	99
Herren's Merchandise	Greatsword	1
Herren's Merchandise	Heavy Chainmail	1
Herren's Merchandise	Heavy Chainmail Boots	1
Herren's Merchandise	Heavy Chainmail Gloves	1
Herren's Merchandise	Heavy Infantry Helmet	1
Herren's Merchandise	Heavy Maul	1

Herren's Merchandise	Heavy Metal Shield	1
Herren's Merchandise	Heavy Plate Armor	1
Herren's Merchandise	Heavy Plate Boots	1
Herren's Merchandise	Heavy Plate Gloves	1
Herren's Merchandise	Helmet	1
Herren's Merchandise	Heraldry: Bear's Paw	1
Herren's Merchandise	Heraldry: Grey Wardens	1
Herren's Merchandise	Knight-Commander's Helm*	1
Herren's Merchandise	Large Wooden Round Shield	1
Herren's Merchandise	Longsword	1
Herren's Merchandise	Mace	1
Herren's Merchandise	Mage-Hunter*	1
Herren's Merchandise	Manual of Focus	1
Herren's Merchandise	Manual: Guardian*	1
Herren's Merchandise	Metal Kite Shield	1
Herren's Merchandise	Metal Shard	1
Herren's Merchandise	Panacea*	1
Herren's Merchandise	Rainswept*	1
Herren's Merchandise	Small Metal Round Shield	1
Herren's Merchandise	Soldier's Heavy Helm	1
Herren's Merchandise	Soldier's Helm	1
Herren's Merchandise	Splintmail	1
Herren's Merchandise	Splintmail Boots	1
Herren's Merchandise	Splintmail Gloves	1
Herren's Merchandise	Stormchaser Gauntlets*	1
Herren's Merchandise	Templar Shield	1
Herren's Merchandise	Tevinter Shield	1
Herren's Merchandise	Wade's Dragonbone Plate Armor*	1
Herren's Merchandise	Wade's Dragonbone Plate Boots*	1
Herren's Merchandise	Wade's Dragonbone Plate Gloves*	1
Herren's Merchandise	Wade's Dragonskin Armor*	1
Herren's Merchandise	Wade's Dragonskin Boots*	1
Herren's Merchandise	Wade's Dragonskin Gloves*	1
Herren's Merchandise	Wade's Drakeskin Boots*	1
Herren's Merchandise	Wade's Drakeskin Gloves*	1
Herren's Merchandise	Wade's Drakeskin Leather Armor*	1
Herren's Merchandise	Wade's Heavy Dragonscale Armor*	1
Herren's Merchandise	Wade's Heavy Dragonscale Boots*	1
Herren's Merchandise	Wade's Heavy Dragonscale Gloves*	1
Vigil's Keep Throne Room		
Yuriah's Wares	Acidic Grease Trap	7
Yuriah's Wares	Acidic Trap Plans	1
Yuriah's Wares	Backpack	1
Yuriah's Wares	Blood of the Warrior*	1
Yuriah's Wares	Choking Powder Trap	5
Yuriah's Wares	Concentrator Agent	1
Yuriah's Wares	Corrupter Agent	1
Yuriah's Wares	Crossbow	1
Yuriah's Wares	Deathroot	14
Yuriah's Wares	Distillation Agent	1

Yuriah's Wares	Fire Arrow	60
Yuriah's Wares	Fire Bolt	60
Yuriah's Wares	Fire Trap Plans	1
Yuriah's Wares	Freeze Trap	6
Yuriah's Wares	Freeze Trap Plans	1
Yuriah's Wares	Frostrock	3
Yuriah's Wares	Glamour Charm	15
Yuriah's Wares	Golden Cog*	1
Yuriah's Wares	Greater Elixir of Grounding	5
Yuriah's Wares	Greater Health Poultice	3
Yuriah's Wares	Greater Ice Salve	9
Yuriah's Wares	Greater Injury Kit	13
Yuriah's Wares	Greater Warmth Balm	8
Yuriah's Wares	Health Poultice	9
Yuriah's Wares	Heraldry: Cousland	1
Yuriah's Wares	Heraldry: Cross	1
Yuriah's Wares	Injury Kit	22
Yuriah's Wares	Large Grease Trap Plans	1
Yuriah's Wares	Large Shrapnel Trap	6
Yuriah's Wares	Lesser Elixir of Grounding	11
Yuriah's Wares	Lesser Health Poultice	12
Yuriah's Wares	Lesser Ice Salve	15
Yuriah's Wares	Lesser Ice Salve Recipe	1
Yuriah's Wares	Lesser Injury Kit	35
Yuriah's Wares	Lesser Nature Salve	7
Yuriah's Wares	Lesser Nature Salve Recipe	1
Yuriah's Wares	Lesser Spirit Balm	5
Yuriah's Wares	Lesser Warmth Balm	14
Yuriah's Wares	Lesser Warmth Balm Recipe	1
Yuriah's Wares	Lifestone	1
Yuriah's Wares	Longbow	1
Yuriah's Wares	Manual: Shadow*	1
Yuriah's Wares	Mild Choking Powder Trap Plans	1
Yuriah's Wares	Mild Lure Plans	1
Yuriah's Wares	Mild Sleeping Gas Trap	9
Yuriah's Wares	Mild Sleeping Gas Trap Plans	1
Yuriah's Wares	Scout's Bow	1
Yuriah's Wares	Scout's Medal*	1
Yuriah's Wares	Shock Trap Plans	1
Yuriah's Wares	Small Grease Trap Plans	1
Yuriah's Wares	Trap Trigger	1
Yuriah's Wares upgrade 1	Backpack	1
Yuriah's Wares upgrade 1	Charlatan's Walking Stick*	1
Yuriah's Wares upgrade 1	Deep Mushroom	20
Yuriah's Wares upgrade 1	Elf-Flight Arrow	40
Yuriah's Wares upgrade 1	Endurance Rune Tracing	1
Yuriah's Wares upgrade 1	Flaming Coating Recipe	1
Yuriah's Wares upgrade 1	Freezing Coating Recipe	1
Yuriah's Wares upgrade 1	Grandmaster Dweomer Rune Tracing	1
Yuriah's Wares upgrade 1	Grandmaster Lightning Rune Tracing	1
Yuriah's Wares upgrade 1	Grandmaster Reservoir Rune Tracing	1
Yuriah's Wares upgrade 1	Grandmaster Silverite Rune Tracing	1
Yuriah's Wares upgrade 1	Ice Arrow	40
Yuriah's Wares upgrade 1	Ice Bolt	40

Yuriah's Wares upgrade 1	Masterpiece Lightning Rune Tracing	1
Yuriah's Wares upgrade 1	Shock Bomb Recipe	1
Yuriah's Wares upgrade 1	Shock Coating Recipe	1
Yuriah's Wares upgrade 1	Stormchaser Mail*	1
Yuriah's Wares upgrade 2	Backpack	1
Yuriah's Wares upgrade 2	Cap of the Nimble*	1
Yuriah's Wares upgrade 2	Choking Powder Cloud Trap Plans	1
Yuriah's Wares upgrade 2	Concentrated Magebane Recipe	1
Yuriah's Wares upgrade 2	Concentrated Soldier's Bane Recipe	1
Yuriah's Wares upgrade 2	Deathroot	13
Yuriah's Wares upgrade 2	Deep Mushroom	70
Yuriah's Wares upgrade 2	Explosive Bolt	40
Yuriah's Wares upgrade 2	Fire Bolt	99
Yuriah's Wares upgrade 2	Grandmaster Frost Rune Tracing	1
Yuriah's Wares upgrade 2	Greater Health Poultice Recipe	1
Yuriah's Wares upgrade 2	Ice Bolt	99
Yuriah's Wares upgrade 2	Icicle*	1
Yuriah's Wares upgrade 2	Injury Kit Recipe	1
Yuriah's Wares upgrade 2	Knockback Bolt	40
Yuriah's Wares upgrade 2	Lesser Injury Kit Recipe	1
Yuriah's Wares upgrade 2	Mage's Running Boots*	1
Yuriah's Wares upgrade 2	Masterpiece Dweomer Rune Tracing	1
Yuriah's Wares upgrade 2	Masterpiece Reservoir Rune Tracing	1
Yuriah's Wares upgrade 2	Masterpiece Silverite Rune Tracing	1
Yuriah's Wares upgrade 2	Novice Immunity Rune	1
Yuriah's Wares upgrade 2	Novice Tempest Rune	1
Yuriah's Wares upgrade 2	Overpowering Lure Trap Plans	1
Yuriah's Wares upgrade 2	Paragon Lightning Rune Tracing	1
Yuriah's Wares upgrade 2	Paragon Reservoir Rune Tracing	1
Yuriah's Wares upgrade 2	Sash of Power*	1
Yuriah's Wares upgrade 2	Sleeping Gas Cloud Trap Plans	1
Yuriah's Wares upgrade 2	Soulrot Bomb Recipe	1
Yuriah's Wares upgrade 2	Soulrot Coating Recipe	1
Yuriah's Wares upgrade 2	Soulrot Trap Plans	1
Yuriah's Wares upgrade 2	Stamina Draught Recipe	1
Yuriah's Wares upgrade 2	Superb Health Poultice Recipe	1
Yuriah's Wares upgrade 2	Sureshot Bolt	40
Yuriah's Wares upgrade 3	Backpack	1
Yuriah's Wares upgrade 3	Concentrated Demonic Poison Recipe	1
Yuriah's Wares upgrade 3	Deathroot	50
Yuriah's Wares upgrade 3	Dispel Grenade	3
Yuriah's Wares upgrade 3	Elemental Grenade	4
Yuriah's Wares upgrade 3	Fire Bomb	7
Yuriah's Wares upgrade 3	Fire Crystal	50
Yuriah's Wares upgrade 3	Freeze Bomb	5
Yuriah's Wares upgrade 3	Frostrock	50
Yuriah's Wares upgrade 3	Frozen Lightning	50
Yuriah's Wares upgrade 3	Greater Ice Salve Recipe	1

Yuriah's Wares upgrade 3	Greater Injury Kit Recipe	1
Yuriah's Wares upgrade 3	Greater Lyrium Potion Recipe	1
Yuriah's Wares upgrade 3	Greater Stamina Draught Recipe	1
Yuriah's Wares upgrade 3	Greater Warmth Balm Recipe	1
Yuriah's Wares upgrade 3	Master Health Poultice Recipe	1
Yuriah's Wares upgrade 3	Novice Reservoir Rune	1
Yuriah's Wares upgrade 3	Overpowering Lure Trap Plans	1
Yuriah's Wares upgrade 3	Paragon Dweomer Rune Tracing	1
Yuriah's Wares upgrade 3	Paragon Silverite Rune Tracing	1
Yuriah's Wares upgrade 3	Potent Stamina Draught Recipe	1
Yuriah's Wares upgrade 3	Quiet Death Recipe	1
Yuriah's Wares upgrade 3	Sleeping Gas Cloud Trap Plans	1
Yuriah's Wares upgrade 3	Spirit Shard	50
Yuriah's Wares upgrade 3	Superb Lyrium Potion Recipe	1
Cera's Rune Stock	Blank Runestone	7
Cera's Rune Stock	Etching Agent	25
Cera's Rune Stock	Evasion Rune Tracing	1
Cera's Rune Stock	Expert Flame Rune Tracing	1
Cera's Rune Stock	Expert Frost Rune Tracing	1
Cera's Rune Stock	Expert Lightning Rune Tracing	1
Cera's Rune Stock	Expert Paralyze Rune Tracing	1
Cera's Rune Stock	Expert Slow Rune Tracing	1
Cera's Rune Stock	Expert Tempest Rune Tracing	1
Cera's Rune Stock	Grandmaster Flame Rune Tracing	1
Cera's Rune Stock	Grandmaster Tempest Rune Tracing	1
Cera's Rune Stock	Greater Lyrium Potion	2
Cera's Rune Stock	Journeyman Cold Iron Rune Tracing	1
Cera's Rune Stock	Journeyman Dweomer Rune Tracing	1
Cera's Rune Stock	Journeyman Flame Rune Tracing	1
Cera's Rune Stock	Journeyman Frost Rune Tracing	1
Cera's Rune Stock	Journeyman Hale Rune Tracing	1
Cera's Rune Stock	Journeyman Immunity Rune Tracing	1
Cera's Rune Stock	Journeyman Lightning Rune Tracing	1
Cera's Rune Stock	Journeyman Paralyze Rune Tracing	1
Cera's Rune Stock	Journeyman Reservoir Rune Tracing	1
Cera's Rune Stock	Journeyman Silverite Rune Tracing	1
Cera's Rune Stock	Journeyman Slow Rune Tracing	1
Cera's Rune Stock	Journeyman Stout Rune Tracing	1
Cera's Rune Stock	Journeyman Tempest Rune Tracing	1
Cera's Rune Stock	Lesser Lyrium Potion	5
Cera's Rune Stock	Lyrium Potion	3
Cera's Rune Stock	Manual: Battlemage*	1

Cera's Rune Stock	Master Flame Rune Tracing	1
Cera's Rune Stock	Master Frost Rune Tracing	1
Cera's Rune Stock	Master Lightning Rune Tracing	1
Cera's Rune Stock	Master Reservoir Rune Tracing	1
Cera's Rune Stock	Master Tempest Rune Tracing	1
Cera's Rune Stock	Novice Cold Iron Rune	1
Cera's Rune Stock	Novice Dweomer Rune	1
Cera's Rune Stock	Novice Flame Rune	1
Cera's Rune Stock	Novice Frost Rune	1
Cera's Rune Stock	Novice Hale Rune	1
Cera's Rune Stock	Novice Immunity Rune	1
Cera's Rune Stock	Novice Lightning Rune	1
Cera's Rune Stock	Novice Paralyze Rune	1
Cera's Rune Stock	Novice Reservoir Rune	1
Cera's Rune Stock	Novice Silverite Rune	1
Cera's Rune Stock	Novice Slow Rune	1
Cera's Rune Stock	Novice Stout Rune	1
Cera's Rune Stock	Novice Tempest Rune	1
	Vigil's Keep (Siege only)	
Medic's Supply	Elfroot	48
Medic's Supply	Greater Health Poultice	9
Medic's Supply	Greater Health Poultice Recipe	1
Medic's Supply	Greater Injury Kit	3
Medic's Supply	Greater Injury Kit Recipe	1
Medic's Supply	Greater Spirit Balm Recipe	1
Medic's Supply	Health Poultice	23
Medic's Supply	Health Poultice Recipe	1
Medic's Supply	Injury Kit	4
Medic's Supply	Injury Kit Recipe	1
Medic's Supply	Lesser Health Poultice	32
Medic's Supply	Lesser Health Poultice Recipe	1
Medic's Supply	Master Health Poultice Recipe	1
Medic's Supply	Master Stamina Draught Recipe	1
Medic's Supply	Potent Health Poultice	6
Medic's Supply	Potent Health Poultice Recipe	1
Medic's Supply	Potent Stamina Draught Recipe	1
Medic's Supply	Superb Health Poultice	4
Medic's Supply	Superb Health Poultice Recipe	1
Medic's Supply	Superb Lyrium Potion Recipe	1

Weapons

If your character loves to hack-and-slash, you'll be happy to scrutinize every weapon. Even if you don't jump into the thick of things often, a weapon can still provide valuable bonuses to attributes and special abilities.

What weapon is the right fit for you? First, identify what sort of weapon you want to carry around: a one-handed melee weapon, a two-hander, or a ranged bow or crossbow for distance damage. Next, check out the weapon's tier level. Tiers range from tier 1 to tier 9. Generally the higher tier equals more damage and will prove more useful. Compare the weapon's damage score to other weapons you have in your inventory (or at local vendors) and choose the highest damage score if other bonuses don't matter. For stats on the general Tier 8 and Tier 9 weapons in *Awakening*, see the following table.

General Weapon Stats

Type	Tier	Requirement	Damage	Armor Penetration	Critical Chance	Range	Spellpower	Rune Slots
Staff	Tier 8 - White Steel	40 Magic	6.8	45	NA	60	8	3
	Tier 9 - Volcanic Aurum	46 Magic	7.2	50	NA	62.5	10	3
Axe	Tier 8 - White Steel	35 Strength	10.2	4.5	1.7	NA	NA	3
	Tier 9 - Volcanic Aurum	41 Strength	10.8	5	1.8	NA	NA	3
Battleaxe	Tier 8 - White Steel	42 Strength	17	6.75	5.1	NA	NA	3
	Tier 9 - Volcanic Aurum	48 Strength	18	7.5	5.4	NA	NA	3
Dagger	Tier 8 - White Steel	34 Dexterity	6.8	9	5.1	NA	NA	3
	Tier 9 - Volcanic Aurum	40 Dexterity	7.2	10	5.4	NA	NA	3
Greatsword	Tier 8 - White Steel	42 Strength	18.7	6.75	2.55	NA	NA	3
	Tier 9 - Volcanic Aurum	48 Strength	19.8	7.5	2.7	NA	NA	3
Longsword	Tier 8 - White Steel	35 Strength	11.9	4.5	3.4	NA	NA	3
	Tier 9 - Volcanic Aurum	41 Strength	12.6	5	3.6	NA	NA	3
Mace	Tier 8 - White Steel	36 Strength	8.5	9	0.85	NA	NA	3
	Tier 9 - Volcanic Aurum	42 Strength	9	10	0.9	NA	NA	3
Maul	Tier 8 - White Steel	42 Strength	15.3	15.75	0.85	NA	NA	3
	Tier 9 - Volcanic Aurum	48 Strength	16.2	17.5	0.9	NA	NA	3
Longbow	Tier 8 - Vhenadahl	38 Dexterity	10.2	10	1.7	49	NA	3
	Tier 9 - Ancestral Heartwood	44 Dexterity	10.8	11	1.8	52.5	NA	3
Short bow	Tier 8 - Vhenadahl	34 Dexterity	8.5	7.5	1.7	28	NA	3
	Tier 9 - Ancestral Heartwood	40 Dexterity	9	8.25	1.8	30	NA	3
Crossbow	Tier 8 - Vhenadahl	34 Strength	13.6	12.5	3.4	56	NA	3

	Tier 9 - Ancestral Heartwood	40 Strength	14.4	13.75	3.6	60	NA	3

Certain weapons have restrictions, such as staves can only be used by mages. Sell those items you receive if nobody in your party can use them. Below your damage score, critical chance shows you the likelihood of dealing critical strikes, and armor penetration calculates how much more damage you can punch through armor. Higher values in critical chance and armor penetration can lean you toward one weapon over another that may have a similar damage score.

As you level up, more and more weapons (as well as armor and accessories) will come with attribute bonuses and special abilities. Now you must decide: Do you take the weapon with the greater damage score, or do you choose the weapon with the better bonuses? If you're playing pure DPS, damage may be the most important factor. If your play style is more versatile, bonuses tend to be the way to go. Ideally, you will find a weapon that has the maximum damage score for your level range and great bonuses to power your character up.

Tip: Higher-tier weapons may come with rune slots (generally three), which you can use to customize your weapon with powers that you choose (damage bonuses, paralysis, spell resistance, etc.). Don't underestimate weapons with rune slots! It may be better to hold a rune-slot weapon with fewer natural bonuses because it becomes more powerful as you equip better runes.

Unique Weapons

Axes							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Ancient Dwarven Axe	Dragonbone	Damage +1	Armor Penetration +2	—	—	—	Sigrun
Aodh	Silverite	+3% Melee Critical Chance	+20 Fire Resistance	-5 Cold Resistance	+1 Fire Damage	—	Glassric's Wares in Amaranthine
Biteback Axe	Silverite	Armor Penetration +1.5	+15% Critical Damage	Required: Rogue	No Attribute Requirements	—	Glassric's Wares in Amaranthine

Daisycutter	Volcanic Aurum	Telekinetic	Melee Crit Chance +3	—	—	—	Avvar Sarcophagus in Vigil's Keep Basement
Darkspawn Waraxe	All Metal	Cunning +2	Armor Penetration +2	—	—	—	Kal'Hirol
Heirsplitter	Dragonbone	Damage +2	Attack +4	Crit Damage +10%	—	—	Kal'Hirol

Battleaxes

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Darkspawn Battleaxe	All Metal	Cunning +2	Armor Penetration +2	—	—	—	Kal'Hirol
Darkspawn Ravager	Silverite	Melee Crit Chance +2	Attack +4	—	—	—	Oghren
Frenzy	White Steel	Combat Health Regen +0.5	Damage +5	Chance to Ignore Hostile Magic +10%	Attack +10	—	Shrine of Korth or Glassric's Wares

Crossbows

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Beastmaster	Dragonthorn	Damage +2	Faster Aim +0.3	—	—	—	Chest on Vigil's Keep Battlements
Darkspawn Crossbow	Ash Wood	Cunning +2	Damage +2	Ranged Crit Chance +3	—	—	Kah'Hirol
Longshot	Ancestral Heartwood	Faster Aim +0.4	Attack +10	Damage +10	Ranged Crit Chance +15	—	Glassric's Wares in Amaranthine

Daggers

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Crow Dagger	Silverite	Critical/ Backstab Damage +15%	—	—	—	—	Dwarven Bartender in Crown and Lion

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Darkspawn Dagger	All Metal	Cunning +2	Damage +2	—	—	—	Kal'Hirol
Dumat's Claw	Dragonbone	Attack +2	Damage +2	Defense +9	When equipped with the sword Dumat's Spine, the character is immune to flanking.	—	Pirate Leader in Random Encounter
Fang	Veridium	+6 Attack					Crow Assassin
The Rose's Thorn	Dragonbone	+2 Dexterity	+1.0 Combat Health Regeneration	+3 Damage	+5% Melee Critical Chance	+30% Critical Damage	Smuggler Leader
Scout's Dirk	Dragonbone	—	—	—		—	Sigrun
Talon of the Skies	Dragonbone	Attack +4	Melee Crit Chance +10	Fire Damage +2	When equipped with the dagger Tooth of the Mountain-Father, the character gains a bonus to stamina regeneration.	—	Glassric's Wares in Amaranthine
Thorn of the Dead Gods	Silverite	+3 Damage	Armor Penetration +3	—	—	—	Dwarven Bartender in Crown and Lion

Tooth of the Mountain-Father	Volcanic Aurum	Damage +1	Armor Penetration +5	When equipped with the dagger Talon of the Skies, the character gains a bonus to stamina regeneration.	—	—	Mosley the Snake in Forlorn Cove
Twinblade	Dragonbone	Restrict: Rogue	Melee Crit Chance +1	Armor Penetration +1	Attack +2	—	Character Creation
Voice of Velvet	Volcanic Aurum	Damage +3, Cold Damage +5	Combat Health Regen +1	Melee Crit Chance +5	Chance to Dodge Attacks +25%	Crit Damage +100%	Dwarven Bartender in Crown and Lion
Greatswords							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Balanced Greatsword	Iron	No Attribute Requirements	—	—	—	—	Garevel
Darkspawn Greatsword	Grey Iron	Cunning +2	Damage +2	—	—	—	Kal'Hirol
Dragonbrand	Volcanic Aurum	Armor Penetration +3	Combat Stamina Regen +1	Attack +10	Constitution +5	—	Dragonhunter Corpse in Random Encounter
The Mother's Chosen	White Steel	Cunning +2	Armor Penetration +2	Attack +4	—	—	The First
Ornamental Sword	Iron	Lucky	-5 Attack	-1 Damage	—	—	Garevel or Varel
Ser Alvard's Sword	Dragonbone	Fire Resistance +20	Attack +10	Chance to ignite target +10%	—	—	Decomposing Crate in Blackmarsh or Avvar Lord

Warden's Reach	Dragonbone	Restrict: Warrior or Rogue	Crit Damage +15%	—	—	—	Character Creation
Yusaris	Silverite	+20 Fire Resistance	Damage vs. Dragons +10	—	—	—	Glassric's Wares in Amaranthine
Longbows							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Bow of the Golden Sun	Sylvanwood	+4 Attack	—	—	—	—	Dwarven Bartender in Crown and Lion
Chasind Arm	Dragonbone	Damage +3	Attack +8	—	—	—	Goodwife Turnoble
Commission	Dragonthorn	Restrict: Warrior or Rogue	Faster Aim +0.1	Attack +4	Ranged Crit Chance +3	—	Character Creation
Darkspawn Longbow	Ash Wood	Attack +2	Cunning +2	Armor Penetration +2	—	—	Kal'Hirol
Howe Bow	Ancestral Heartwood	Restriction: Nathaniel	Faster Aim +.2	Attack +4	Damage +3	Ranged Crit Chance +5%	Bag in Avvar Crypt
Mage's Eye	Dragonthorn	+3% Ranged Critical Chance	+4 Attack	—	—	—	Dwarven Bartender in Crown and Lion
Misery	Ancestral Heartwood	Faster Aim +0.5	Armor Penetration +2.5	Attack +10	Ranged Crit Chance +10	—	Dwarven Bartender in Crown and Lion
Spear-Thrower	Sylvanwood	0.3s Faster Aim	+5 Armor Penetration	—	—	—	Smuggler Leader
Longswords							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**

Darkspawn Longsword	Grey Iron	Cunning +2	Damage +2	—	—	—	Kal'Hirol
Dumat's Spine	White Steel	Combat Stamina Regen +0.75	Attack +6	Crit Damage +25%	When equipped with the dagger Dumat's Claw, the character is immune to flanking.	—	Weapon Stand in Throne Room
Gorim's Sword	Red Steel	—	—	—	—	—	Constable Aidan
Imperial Edge	Silverite	Damage +2	Melee Critical Chance +3%	Attack +6	—	—	Glassric's Wares in Amaranthine
Kallak	White Steel	Crit Damage +10%	When equipped with the shield Partha, the character gains a bonus to stamina regeneration.	—	—	—	Avvar Lord in Vigil's Keep Basement
Keening Blade	Dragonbone	+4 Armor Penetration	+6 Attack	Required: Warrior	+3 Cold Damage		Avvar Lord in Vigil's Keep Basement
Warden's Companion	Dragonbone	Restrict: Warrior or Rogue	Armor Penetration +1	Attack +4	Dexterity +2	—	Character Creation
The Winter Blade	Dragonbone	Armor Penetration +1	Attack +4	—	—	—	Utha in Drake's Fall
Maces							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**

Chevalier's Mace	Steel	+5 Cold Resistance	Spirit Resistance -5	+2 Cold Damage	—	—	Weapon Stand in Throne Room
Darkspawn Mace	Grey Iron	Attack +2	Cunning +2	—	—	—	Kal'Hirol
Engraved Mace	Veridium	+1 Dexterity	+1 Damage	+5 Mental Resistance			Glassric's Wares in Amaranthine
The Lamented	Dragonbone	Strength +3	Constitution +3	—	—	—	Justice
Liberator's Mace	Red Steel	+1 Dexterity	+3% Melee Critical Chance	—	—	—	Ser Rylock
Skullcrusher	White Steel	Armor Penetration +2	Attack +6	—	—	—	Chest in Blackmarsh
Vanguard	Silverite	+3 Strength	+3 Constitution	+1.0 Combat Stamina Regeneration	—	—	Kristoff's Corpse in Blackmarsh
Mauls							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Darkspawn Maul	Grey Iron	Attack +2	Cunning +2	—	—	—	Kal'Hirol
Demonslayer	Dragonbone	Armor Penetration +2	Damage +5	Damage vs. Possessed Creatures +20	—	—	Glassric's Wares in Amaranthine
Exalted Maul	Silverite	+2 Willpower	+10 Mental Resistance	Damage vs. Possessed Creatures +4	—	—	Glassric's Wares in Amaranthine
Leg-Crusher	White Steel	Melee Crit Chance +5	—	—	—	—	Hurlock Dragno-Tamer in Silverite Mine

Thorval's Luck	Silverite	+10% to Healing Spells	+4 Attack	+10 Physical Resistance	—	—	Glassric's Wares in Amaranthine
Valos Atredum	White Steel	Combat Health Regen +4	Crit Damage +25%	—	—	—	Kal'Hirol
Shortbows							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Dragonspite	Vhenadahl	Damage vs. Dragons +20	Rapid Aim	Reduces Hostility	Damage +4	Attack +10	Silverite Mine
Staves							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Call of the Inferno	Vhenadahl	Cold Resistance +5	Required: Mage	Faster Aim +0.2	Increases all Fire Damage +15%	Spellpower +10	Urn in Vigil's Keep Deep Roads
Charlatan's Walking Stick	Dragonbone	Required: Mage	Combat Mana Regen +1	Willpower +5	Spellpower +7	—	Yuriah's Wares (upgrade 1)
Darkspawn Staff	Iron	Cunning +1	Required: Mage	Increases all Sprit Damage +5%	Spellpower +2	—	Kal'Hirol
The Dragon's Call	Dragonbone	Restrict: Mage	Combat Mana Regen +1	Willpower +3	Spellpower +5	—	Character Creation
Flemeth's Broomstick	Dragonbone	Required: Mage	Increases all Nature Damage (+2.5% per power)	Spellpower +10	—	—	Disciple General in Amaranthine Siege
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Heart of the Forest	Dragonbone	Required: Mage	Increases all Fire Damage +10%	Spellpower +6	Willpower +6	Combat Mana Regen +8	Velanna

Heaven's Wrath	Silverite	+1.0 Combat Mana Regeneration	+5 Spellpower	+10% to Electricity Damage	Required: Mage	—	Octham's Goods in Amaranthine
Lamppost in Winter	Ancestral Heartwood	Fire Resistance +5	Required: Mage	Faster Aim +0.2	Increases all Cold Damage +20%	Spellpower +12	Disciple General in Amaranthine Siege
Lightning Rod	Dragonbone	Required: Mage	Increases all Lightning Damage +10%	Spellpower +8	—	—	Crate in Abandoned Warehouse
Magister's Staff	Silverite	+1.0 to Combat Mana Regeneration	+5 Spellpower	+10% to Spirit Damage	Required: Mage	—	Anders
Shaperate's Blessing	Silverite	+2 Willpower	+0.5 Combat Mana Regeneration	+10% to Cold Damage	Required: Mage	—	Octham's Goods in Amaranthine
Spellfury	Ancestral Heartwood	Required: Mage	All Attributes +4	Faster Aim +0.4	Combat Mana Regen +1	Spellpower +20	Octham's Goods in Amaranthine
Staff of Shadows	Dragonbone	Restrict: Mage	Increases all Fire Damage +5%	Magic +2	Spellpower +3	—	Character Creation
Staff of the Ephemeral Order	Silverite	+3 Willpower	+5% to Spirit Damage	Required: Mage	—	—	Octham's Goods in Amaranthine
Staff of the Lost	Ancestral Heartwood	Required: Mage	Stamina +75	Spirit Resistance +15	Magic +10	Spellpower +15, Increases all Sprit Damage +50%	The Lost

Staff of Vigor	Ancestral Heartwood	Required: Mage	Faster Aim +0.3	Combat Health Regen +4	Constitution +5	Spellpower +10	Hurlock Emissary in Kal'Hirol
Wintersbreath	Dragonbone	+25 Cold Resistance	+3 Spellpower	+10% to Cold Damage	Required: Mage		Octham's Goods in Amaranthine

Vigilance—Once in a dozen generations, a truly legendary weapon is forged. This blade, created in a time of war from the bones of an ancient dragon, sings with power.

This legendary weapon is crafted for your character when you complete the "Worked to the Bone" side quest from Master Wade in Vigil's Keep. During your conversation with him, he will ask you a series of questions which will ultimately determine what type of weapon he crafts. Below you can find each dialog selection, along with the stats for each weapon variation.

Greatsword Dialog Options	
Flexible, Sharp	Greatsword 1
Flexible, Defense	Greatsword 2
Flexible, Effortless	Greatsword 3
Flexible, Wade's Recommendation	Greatsword 4
Power, Sharp	Greatsword 5
Power, Defense	Greatsword 6
Power, Effortless	Greatsword 7
Power, Wade's Recommendation	Greatsword 8
Longsword Dialog Options	
Flexible, Sharp	Longsword 1
Flexible, Defense	Longsword 2
Flexible, Effortless	Longsword 3
Flexible, Wade's Recommendation	Longsword 4
Power, Sharp	Longsword 5
Power, Defense	Longsword 6
Power, Effortless	Longsword 7
Power, Wade's Recommendation	Longsword 8

Crafted							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Heartwood Bow	Ancestral Heartwood	Attack +6	Faster Aim +0.3	Ranged Crit Chance +5	Dexterity +5	Cunning +5	Crafted by Master Wade
Vigilance Greatsword 1	Volcanic Aurum	Armor Penetration +1	All Attributes +1	Melee Crit Chance +3	Crit Damage +15%	Attack +8	Crafted by Master Wade
Vigilance Greatsword 2	Volcanic Aurum	All Attributes +1	Armor Penetration +1	Chance to Dodge Attacks +10%	Defense +6	Attack +8	Crafted by Master Wade
Vigilance Greatsword 3	Volcanic Aurum	All Attributes +1	Armor Penetration +1	Combat Stamina Regen +0.5	Stamina +50	Attack +8	Crafted by Master Wade
Vigilance Greatsword 4	Volcanic Aurum	Armor Penetration +1	Attack +8	All Attributes +4	—	—	Crafted by Master Wade
Vigilance Greatsword 5	Volcanic Aurum	All Attributes +1	Attack +2	Crit Damage +15%	Melee Crit Chance +3	Armor Penetration +4	Crafted by Master Wade
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Vigilance Greatsword 6	Volcanic Aurum	All Attributes +1	Attack +2	Chance to Dodge Attacks +10%	Defense +6	Armor Penetration +4	Crafted by Master Wade

Vigilance Greatsword 7	Volcanic Aurum	Attack +2	All Attributes +1	Stamina +50	Combat Stamina Regen +0.5	Armor Penetration +4	Crafted by Master Wade
Vigilance Greatsword 8	Volcanic Aurum	Attack +2	All Attributes +4	Armor Penetration +4	—	—	Crafted by Master Wade
Vigilance Longsword 1	Volcanic Aurum	All Attributes +1	Armor Penetration +1	Melee Crit Chance +3	Crit Damage +15%	Attack +8	Crafted by Master Wade
Vigilance Longsword 2	Volcanic Aurum	All Attributes +1	Armor Penetration +1	Chance to Dodge Attacks +10%	Defense +6	Attack +4	Crafted by Master Wade
Vigilance Longsword 3	Volcanic Aurum	All Attributes +1	Armor Penetration +1	Combat Stamina Regen +0.5	Stamina +50	Attack +8	Crafted by Master Wade
Vigilance Longsword 4	Volcanic Aurum	Armor Penetration +1	Attack +8	All Attributes +4	—	—	Crafted by Master Wade
Vigilance Longsword 5	Volcanic Aurum	All Attributes +1	Attack +2	Crit Damage +15%	Melee Crit Chance +3	Armor Penetration +4	Crafted by Master Wade
Vigilance Longsword 6	Volcanic Aurum	All Attributes +1	Attack +2	Defense +6	Chance to Dodge Attacks +10%	Armor Penetration +4	Crafted by Master Wade
Vigilance Longsword 7	Volcanic Aurum	All Attributes +1	Attack +2	Stamina +50	Combat Stamina Regen +0.5	Armor Penetration +4	Crafted by Master Wade
Vigilance Longsword 8	Volcanic Aurum	Attack +2	All Attributes +4	Armor Penetration +4	—	—	Crafted by Master Wade

Armor

There are four armor slots on a character's equipment panel: helmet, gloves, chest, and boots. Warriors can also take advantage of a fifth slot for a shield, especially if they train in the Sword and Shield school. Combined, the armor slots add up to your total armor rating, which protects you from all forms of physical damage.

What armor fits you best? First, consider any restrictions your class may have. A mage, for example, cannot wear the more durable armors (with the exception of the Arcane Warrior mage). Armor may also have a strength or dexterity requirement. Next, check out the armor's tier level; tiers range from Tier 1 to Tier 9, and generally the higher tiers equal more protection.

Compare the armor's armor score to other armor you have in your inventory (or at local vendors) and choose the highest armor score if other bonuses don't matter. For stats on the general Tiers 8 and Tier 9 armor and shields in *Awakening*, see the following table.

General Armor Stats

Type	Tier	Requirement	Armor	Missile Defense	Fatigue	Rune Slots
Armor						
Massive Boots	Tier 8 - White Steel	46 Strength	4.05	NA	4.5	3
	Tier 9 - Volcanic Aurum	52 Strength	4.5	NA	5.25	3
Heavy Boots	Tier 8 - White Steel	42 Strength	3.375	NA	3.375	3
	Tier 9 - Volcanic Aurum	48 Strength	3.75	NA	3.938	3
Medium Boots	Tier 8 - White Steel	38 Strength	2.7	NA	2.25	3
	Tier 9 - Volcanic Aurum	44 Strength	3	NA	2.625	3
Light Boots	Tier 8 - Dragonwing	22 Strength	2.498	NA	0.625	3
	Tier 9 - High Dragon Hide	24 Strength	2.745	NA	0.65	3
Massive Chest	Tier 8 - White Steel	46 Strength	23.625	NA	31.5	3
	Tier 9 - Volcanic Aurum	52 Strength	26.25	NA	36.75	3
Heavy Chest	Tier 8 - White Steel	42 Strength	16.875	NA	21	3
	Tier 9 - Volcanic Aurum	48 Strength	18.75	NA	24.5	3
Medium Chest	Tier 8 - White Steel	38 Strength	11.475	NA	10.5	3
	Tier 9 - Volcanic Aurum	44 Strength	12.75	NA	12.25	3
Light Chest	Tier 8 - Dragonwing	22 Strength	9.99	NA	2.5	3
	Tier 9 - High Dragon Hide	24 Strength	10.98	NA	2.6	3
Mage Robes / Head Gear	Stats for these are still only measured in the bonuses of the item	—	—	—	—	NA
Massive Gloves	Tier 8 - White Steel	46 Strength	3.375	NA	4.5	3
	Tier 9 - Volcanic Aurum	52 Strength	3.75	NA	5.25	3
Heavy Gloves	Tier 8 - White Steel	42 Strength	2.7	NA	2.625	3
	Tier 9 - Volcanic Aurum	48 Strength	3	NA	3.063	3
Medium Gloves	Tier 8 - White Steel	38 Strength	2.025	NA	1.875	3
	Tier 9 - Volcanic Aurum	44 Strength	2.25	NA	2.188	3
Light Gloves	Tier 8 - Dragonwing	22 Strength	1.665	NA	1.25	3

	Tier 9 - High Dragon Hide	24 Strength	1.83	NA	1.3	3
Massive Helmet	Tier 8 - White Steel	46 Strength	4.05	NA	4.5	3
	Tier 9 - Volcanic Aurum	52 Strength	4.5	NA	5.25	3
Heavy Helmet	Tier 8 - White Steel	42 Strength	3.375	NA	3.375	3
	Tier 9 - Volcanic Aurum	48 Strength	3.75	NA	3.938	3
Medium Helmet	Tier 8 - White Steel	38 Strength	2.7	NA	2.25	3
	Tier 9 - Volcanic Aurum	44 Strength	3	NA	2.625	3
Light Helmet	Tier 8 - Dragonwing	22 Strength	2.498	NA	0	3
	Tier 9 - High Dragon Hide	24 Strength	2.745	NA	0	3
Shields						
Kite, Metal	Tier 8 - White Steel	42 Strength	NA	9	4.8	3
	Tier 9 - Volcanic Aurum	48 Strength	NA	10.5	5.6	3
Kite, Wood	Tier 8 - Vhenadahl	30 Strength	NA	9	4	3
	Tier 9 - Ancestral Heartwood	32 Strength	NA	10.5	4.16	3
Large Round Metal	Tier 8 - White Steel	38 Strength	NA	6.75	3.75	3
	Tier 9 - Volcanic Aurum	44 Strength	NA	7.875	4.375	3
Large Round Wood	Tier 8 - Vhenadahl	26 Strength	NA	6.75	3.125	3
	Tier 9 - Ancestral Heartwood	28 Strength	NA	7.875	3.25	3
Small Round Metal	Tier 8 - White Steel	34 Strength	NA	4.5	0	3
	Tier 9 - Volcanic Aurum	40 Strength	NA	5.25	0	3
Small Round Wood	Tier 8 - Vhenadahl	22 Strength	NA	4.5	0	3
	Tier 9 - Ancestral Heartwood	24 Strength	NA	5.25	0	3
Heavy, Metal	Tier 8 - White Steel	46 Strength	NA	12	7.2	3
	Tier 9 - Volcanic Aurum	52 Strength	NA	14	8.4	3
Heavy, Wood	Tier 8 - Vhenadahl	34 Strength	NA	12	6	3
	Tier 9 - Ancestral Heartwood	36 Strength	NA	14	6.24	3

Note: Tier 8 and 9 for the wooden shields have a lower strength requirement than Tiers 6 and 7 because Vhenadahl and Ancestral Heartwood are extremely light and strong materials, enabling players with lower strength to wield top-notch shields.

As you level up, most armor will come with attribute bonuses and special abilities. Now you have decisions to make: Do you take the armor with the greater defensive value, or do you choose the armor with the better bonuses? If you're playing the tank role, defense may be the

most important factor. If your play style is more versatile, bonuses tend to be the way to go. Ideally, you will find four pieces of armor that have great defense scores for your level range and excellent bonuses.

Something else to keep in mind: if you collect pieces of armor from the same set, you may gain item set bonuses. These can range from fatigue reduction to fire resistance with any of Master Wade's drake and dragon armor items. In general, it's worth collecting an armor set that's in your level range if you can find all the pieces.

Caution: You can't just look at the highest armor score for your equipment. Armor also comes with a fatigue score. The fatigue percentage equals how much extra a talent will cost in stamina or a spell will cost in mana. A character with a 50 percent fatigue rating from armor will have all of his abilities cost 50 percent more. Balance your need for physical defense with the impact fatigue has on your stamina or mana.

Boots							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Light							
Antivan Leather Boots	Inscribed Leather	+4% Chance to Ignore Hostile Magic	—	—	—	—	Crow Assassin, Dwarven Bartender, Smuggler Leader, Shady Character (Amaranthine)
Blackblade Boots	High Dragon Hide	Required: Rogue	Dexterity +4	Willpower +4	Cunning +4, Chance to Ignore Hostile Magic +8%	When equipped with the Blackblade tunic, gloves, and helm, the character gains a bonus to armor and the character's spells or talents cost less to activate.	High Dragon in Dragonbone Wastes
Enchanter's Footing	All Leather	Defense +6	Required: Mage	No Attribute Requirements	—	—	Octham's Goods in Amaranthine
Fadewalker	High Dragon Hide	Required: Mage	Spirit Resistance +15	Willpower +5	Defense +15		Pile of Bones in Dragonbone Wastes

Feet of the Nimble	Dragonwing	Required: Rogue	Stamina +50	When equipped with the vest, fingers, and cap of the Nimble, the character gains bonuses to cold resistance and fire resistance.	—	—	Smuggler's Cache in Smuggler's Cache
Firestompers	Dragonwing	Required: Mage	Dexterity +4	Fire Resistance +20	Physical Resistance +10	—	Baroness in Blackmarsh
Grey Warden Leather Boots	Drakescale Leather	Restrict: Rogue	Chance to Dodge Attacks +5%	Armor +2	When equipped with Grey Warden light armor, gloves, and helm, the character gains bonuses to dexterity and constitution.	—	Character Creation
Imperial Weavers	All Leather	+10% Chance to Dodge Attacks	Required: Mage	No Attribute Requirements	—	—	Octham's Goods or Velanna

Lorekeeper's Boots	Dragonwing	Required: Mage	Dexterity +2	Defense +6	Electricity Resistance +15	When equipped with the Lorekeeper's robe, mittens, and cowl, the character gains bonuses to armor and physical resistance.	Armoire in Abandoned Warehouse in Amaranthine
Mage's Running Boots	Dragonwing	Required: Mage	Chance to Dodge Attacks +10%	Defense against Missiles +20	—	—	Yuriah's Wares (upgrade 2)
Magus War Boots	Drakescale Leather	+12 Defense	Required: Mage	No Attribute Requirements	—	—	Anders
Trickster's Boots	Dragonwing	Required: Rogue	Fatigue Reduction +2	Electricity Resistance +20	When equipped with the Trickster's tunic, gloves, and cap, the character's spells or talents cost less to activate.	—	Skeleton in Vigil's Keep Deep Roads
Wade's Drakeskin Boots	Drakescale	+5 Fire Resistance	When equipped with the other Dragonskin items, fatigue -10%	—	—	—	Herren's Merchandise or Crow
Winter Boots	High Dragon Hide	Required: Mage	Armor +2	Defense +15	Cold Resistance +40	Constitution +8	Octham's Goods in Amaranthine

Wolf Treads	High Dragon Hide	Required: Rogue	Defense +6	Dexterity +3	Cunning +3	Defense against Missiles +10	Crow Assassin or Avvar Sarcophagus in Vigil's Keep Basement
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Medium							
Legionnaire Scout Boots	Dragonbone	Decrease Fire resistance +15	—	—	—	—	Sigrun
Wade's Dragonskin Boots	Dragonbone	+5 Fire Resistance	When equipped with the other Dragonskin items, fatigue -25%	—	—	—	Herren's Merchandise in Vigil's Keep
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Heavy							
Boots of Diligence	Silverite	+6 Defense	+2 Armor	When equipped with the other Diligence items, willpower +5	—	—	Garevel or Varel
Ceremonial Armored Boots	Red Steel	When equipped with the other Ceremonial items, +6 Defense vs. Missiles	—	—	—	—	Constable Aidan or Lieutenant

Fleet Feet	Volcanic Aurum	Defense +6	Chance to Dodge Attacks +10%	Dexterity +4	Chance to Ignore Hostile Magic +10%	Defense against Missiles +10	Dwarven Bartender in Crown and Lion
Stormchaser Boots	White Steel	Defense +3	Electricity Resistance +5	Dexterity +4	When equipped with the Stormchaser armor, gauntlets, and helm, the character gains a bonus to electricity resistance.	—	Templar Corpse on Turnoble Estate
Wade's Heavy Dragonscale Boots	Dragonbone	+5 Fire Resistance	When equipped with the other Dragonscale items, fatigue -20%	—	—	—	Herren's Merchandise in Vigil's Keep
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Massive							
Boots of the Legion	Dragonbone	When equipped with the other Legion items, Damage +3 and Constitution +3	—	—	—	—	Oghren, Jukka, or Legionnaire

Boots of the Sentinel	Volcanic Aurum	Defense +3	Physical Resistance +5	Strength +8	When equipped with the armor, gauntlets, and helm of the Sentinel, the character gains a bonus to armor and the character's spells or talents cost less to activate.	—	Iron Chest in Blackmarsh or Avvar Lord in Vigil's Keep Basement
Greaves of Hirol's Defense	White Steel	Constitution +6	When equipped with the breastplate, gauntlets, and helm of Hirol's Defense, the character's spells or talents cost less to activate.	—	—	—	Kal'Hirol
Grey Warden Plate Boots	Silverite	Restrict: Warrior	Chance to Dodge Attacks +5%	Armor +2	When equipped with Grey Warden plate armor, gauntlets, and helm, the character gains bonuses to strength and constitution.	—	Character Creation

Wade's Dragonbone Plate Boots	Dragonbone	+5 Fire Resistance	When equipped with the other Dragonbone items, fatigue -10%	—	—	—	Herren's Merchandise in Vigil's Keep
Chest							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Light							
The Bear's Embrace	Drakescale Leather	Armor +1	Dexterity +3	Physical Resistance +5	—	—	Nathaniel or Prisoner's Effect in Vigil's Keep Dungeon
Blackblade Tunic	High Dragon Hide	Defense +12	Fire Resistance +20	Cold Resistance +20	When equipped with the Blackblade gloves, boots, and helm, the character gains a bonus to armor and the character's spells or talents cost less to activate.	—	Crow Assassin or Chest in Silverite Mine
The Felon's Coat	Drakescale	+6 Dexterity	+9 Defense	+4 Armor	+1.0 Combat Stamina Regeneration	+15 Physical Resistance	Smuggler Leader or Shady Character (Amaranthine)
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**

Grey Warden Light Armor	Drakescale Leather	Restrict: Rogue	Dexterity +2	Combat Stamina Regen +0.5	Armor +4	When equipped with Grey Warden light boots, gloves, and helm, the character gains bonuses to dexterity and constitution.	Character Creation
Orlesian Warden's Light Armor	Drakescale Leather	Restrict: Rogue	Dexterity +2	Combat Stamina Regen +0.5	Armor +4	When equipped with the Warden light gloves, boots, and helm, the character gains bonuses to dexterity and constitution.	Character Creation
Rainswept	High Dragon Hide	Armor +2	Nature Resistance +10	Spirit Resistance +10	Combat Stamina Regen +1	Defense against Missiles +20	Herren's Merchandise in Vigil's Keep
Shadow of the Empire	Drakescale	+2 Strength	+2 Dexterity	+1.0 Combat Stamina Regeneration	—	—	Dwarven Bartender in Crown and Lion

Trickster's Tunic	Dragonwing	Armor +1	Defense +9	Physical Resistance +10	When equipped with the Trickster's gloves, boots, and cap, the character's spells or talents cost less to activate.	—	Armor Stand in Throne Room
Vest of the Nimble	Dragonwing	Armor +1	Dexterity +5	Cunning +5	When equipped with the fingers, feet, and cap of the Nimble, the character gains bonuses to cold resistance and fire resistance.	—	Crow Assassin
Wade's Drakeskin Leather Armor	Drakescale	+25 Fire Resistance	When equipped with the other Dragonskin items, fatigue -10%	—	—	—	Herren's Merchandise or Crow
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Medium							
Legionnaire Scout Armor	Dragonbone	Stamina +25	Dexterity +3	—	—	—	Sigrun
Wade's Dragonskin Armor	Dragonbone	+25 Fire Resistance	When equipped with the other Dragonskin items, fatigue -25%	—	—	—	Herren's Merchandise in Vigil's Keep
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**

Heavy							
Armor of Diligence	Silverite	+0.5 Combat Health Regeneration	+2 Armor	When equipped with the other Diligence items, willpower +5	—	—	Garevel or Varel
Ceremonial Armor	Red Steel	-3 Armor	+10 Mental Resistance	When equipped with the other Ceremonial items, +6 Defense vs. Missiles	—	—	Constable Aidan or Lieutenant
Stormchaser Mail	White Steel	Defense +3	Armor +1	Electricity Resistance +10	When equipped with the Stormchaser gauntlets, boots, and helm, the character gains a bonus to electricity resistance.	—	Yuriah's Wares (upgrade 1)
Sturdy Heavy Chainmail	Dragonbone	Armor +2	Strength +3	When equipped with heavy chainmail gloves and boots, the character's spells or talents cost less to activate.	—	—	Justice
Venture	Volcanic Aurum	Defense +12	Constitution +12	—	—	—	Avvar Sarcophagus in Vigil's Keep Basement

Wade's Heavy Dragonscale Armor	Dragonbone	+25 Fire Resistance	When equipped with the other Dragonscale items, fatigue -20%	—	—	—	Herren's Merchandise in Vigil's Keep
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Massive							
Armor of the Legion	Dragonbone	+3 Willpower	When equipped with the other Legion items, Damage +3 and Constitution +3	—	—	—	Oghren, Jukka, or Legionnaire
Armor of the Sentinel	Volcanic Aurum	Combat Health Regen +4	Strength +6	Defense against Missiles +20	Physical Resistance +20	When equipped with the gauntlets, boots, and helm of the Sentinel, the character gains a bonus to armor and the character's spells or talents cost less to activate.	The First

Breastplate of Hirol's Defense	White Steel	Fatigue Reduction +2	Fire Resistance +30	When equipped with the gauntlets, greaves, and helm of Hirol's Defense, the character's spells or talents cost less to activate.	—	—	Kal'Hirol
Clamshell Plate Armor	Volcanic Aurum	Defense +6	Strength +8	Defense against Missiles +30	Physical Resistance +25	—	Herren's Merchandise in Vigil's Keep
Grey Warden Plate Armor	Silverite	Restrict: Warrior	Stamina +25	Constitution +2	Armor +4	When equipped with Grey Warden plate gauntlets, boots, and helm, the character gains bonuses to strength and constitution.	Character Creation
Juggernaut Plate Armor	Silverite	+10 Fire Resistance	+10 Cold Resistance	+10 Electricity Resistance	+10 Nature Resistance	+10 Spirit Resistance	Ser Derren
Knight Commander's Plate	Silverite	+5 Willpower	+40% Chance to Ignore Hostile Magic	+10 Mental Resistance	Required: Templar	—	Ser Rylock

Orlesian Warden's Plate Armor	Silverite	Restrict: Warrior	Stamina +25	Constitution +2	Armor +4	When equipped with the Warden plate gauntlets, boots, and helm, the character gains bonuses to strength and constitution.	Character Creation
Templar Armor	Steel	+3 Willpower	+20% Chance to Ignore Hostile Magic	+5 Mental Resistance	Required: Templar	—	Ser Rylien, Ser Rylock, Templar (Abandoned Warehouse in Amaranthine)
Wade's Dragonbone Plate Armor	Dragonbone	+25 Fire Resistance	When equipped with the other Dragonbone items, fatigue -10%	—	—	—	Herren's Merchandise in Vigil's Keep
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Mage							
Apprentice Robes	Robes	+1 Willpower	—	—	—	—	Experimental Subject in Silverite Mine
Archon Robes	Robes	+0.75 Combat Health Regeneration	+3 Armor	+2 Spellpower	—	—	Octham's Goods in Amaranthine

Blood Promise	Volcanic Aurum	Required: Mage	Improves Blood Magic	Combat Mana Regen +1	Willpower +3	Magic +3, Natural Armor +6	Armoire in Abandoned Warehouse
First Enchanter Robes	Robes	+3 Willpower	+3 Magic	+9 Defense	—	—	Octham's Goods in Amaranthine
Grey Warden Robes	Robes	Required: Mage	Cold Resistance +10	Combat Mana Regen +2	Magic +4, Natural Armor +3	—	Character Creation
Lorekeeper's Robe	Volcanic Aurum	Required: Mage	Magic +3	Fire Resistance +15	Natural armor +5	When equipped with the Lorekeeper's mittens, boots, and cowl, the character gains bonuses to armor and physical resistance.	Hired Goon Leader in Amaranthine
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Robe of the Witch	Robes	+10 Cold Resistance	+5% Chance to Dodge Attacks	+3 Armor	—	—	Fen Witches
Robes of the Architect		Required: Mage	Stamina +50	Combat Mana Regen +3	Chance to Ignore Hostile Magic +10%	Natural Armor +9	The Architect in Drake's Fall
Robes of the Gifted	Robes	+6% Chance to Ignore Hostile Magic	Reduces Hostility	—	—	—	Octham's Goods in Amaranthine

Robes of the Magister Lords	Robes	+5 Willpower	+10 Fire Resistance	+10 Cold Resistance	—	—	Blood Mages
Robes of the Orlesian Magister	Robes	Required: Mage	Cold Resistance +10 per power)	Combat Mana Regen +2	Magic +4, Natural Armor +3	—	Character Creation
Skins of the Keeper	Robes	All Attributes +1	Defense +6	Spellpower +6	—	—	Velanna
Spellminder	Volcanic Aurum	Required: Mage	Combat Mana Regen +4	Natural Armor +8	Magic +8	—	Queen of the Blackmarsh
Tevinter Mage Robes	Robes	+1.0 Combat Mana Regeneration	+4% Chance to Ignore Hostile Magic	+5 Spellpower	—	—	Anders or Octham's Goods
Vestments of Urthemiel	Robes	Required: Mage	Combat Mana Regen +2	Magic +6	Natural Armor +7	—	Apostate Mage in Amaranthine or Flesh Pod in Drake's Fall
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Crafted							
Golem Shell Armor	Volcanic Aurum	Armor +2	Fire Resistance +25	Strength +8	Constitution +8	Physical Resistance +20	Crafted by Master Wade
Gloves							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Light							

Ashen Gloves	Inscribed Leather	+20% to Cold Damage	Required: Mage	No Attribute Requirements	—	—	Octham's Goods in Amaranthine
Backhands	Hardened Leather	+10% Critical Damage	Required: Rogue	—	—	—	Crow Assassin
Black Hand Gauntlets	Inscribed Leather	+20% to Spirit Damage	Required: Mage	No Attribute Requirements	—	—	Octham's Goods in Amaranthine
Blackblade Gloves	High Dragon Hide	Required: Rogue	Fire Resistance +20	Constitution +8	When equipped with the Blackblade tunic, boots, and helm, the character gains a bonus to armor and the character's spells or talents cost less to activate.	—	High Dragon in Dragonbone Wastes
Cinderfel Gauntlets	Inscribed Leather	+20% to Fire Damage	Required: Mage	No Attribute Requirements	—	—	Octham's Goods in Amaranthine
Elementalist's Grasp	Dragonwing	Required: Mage	Increases all Fire Damage +5%	Increases all Sprit Damage +5%	Increases all Cold Damage +5%	Increases all Nature Damage +5%, Increases all Lightning Damage +5%	Disciple General in Amaranthine Siege or Octham's Goods

Fingers of the Nimble	Dragonwing	Required: Rogue	Crit Damage +15%	Faster Aim +0.5	Dexterity +6, Ranged Crit Chance +10	When equipped with the vest, feet, and cap of the Nimble, the character gains bonuses to cold resistance and fire resistance.	Dwarven Bartender in Crown and Lion
Gloves of Guile	Drakescale	+5 Armor Penetration					Smuggler Leader in Smuggler's Cove
Grey Warden Light Gloves	Drakescale Leather	Restrict: Rogue	Attack +4	When equipped with Grey Warden light armor, boots, and helm, the character gains bonuses to dexterity and constitution.	—	—	Character Creation
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Lorekeeper's Mittens	Dragonwing	Required: Mage	Constitution +3	Cold Resistance +15	When equipped with the Lorekeeper's robe, boots, and cowl, the character gains bonuses to armor and physical resistance.	—	Armoire in Abandoned Warehouse

Ornate Leather Gloves	Drakescale Leather	Armor +1	Dexterity +2	—	—	—	Nathaniel or Prisoner's Effects in Vigil's Keep Dungeon
Oven Mitts	High Dragon Hide	Required: Mage	Fire Resistance +30	Cold Resistance +30	Increases all Fire Damage +30%	Increases all Cold Damage +30%	Octham's Goods in Amaranthine
Pocketed Searing Gloves	Hardened Leather	+10% to Fire Damage	Required: Mage	No Attribute Requirements	—	—	Velanna
Polar Gauntlets	Hardened Leather	+10% to Cold Damage	Required: Mage	No Attribute Requirements	—	—	Anders
Pushback Strikers	Drakescale	+5% Melee Critical Chance	Required: Rogue	—	—	—	Shady Character (Amaranthine)
Shock Treatment	Dragonwing	Required: Mage	Electricity Resistance +10	Increases all Lightning Damage +20%	—	—	Dragon Thrall in Silverite Mine
Silk Weave Gloves	Inscribed Leather	+20% to Nature Damage	Required: Mage	No Attribute Requirements	—	—	Octham's Goods in Amaranthine
The Slippery Ferret's Gloves	High Dragon Hide	Required: Rogue	Armor +1	Dexterity +4	Cunning +8	Ranged Crit Chance +10, Melee Crit Chance +10	Dragon Thrall in Silverite Mine
Spirit of the Woods	Dragonwing	Required: Mage	Nature Resistance +30	Spirit Resistance +30	Increases all Sprit Damage +30%	Increases all Nature Damage +30%	Octham's Goods in Amaranthine

Storm Talons	Inscribed Leather	+20% to Electricity Damage	Required: Mage	No Attribute Requirements	—	—	Octham's Goods in Amaranthine
Trickster's Gloves	Dragonwing	Required: Rogue	Attack +4	Dexterity +3	When equipped with the Trickster's tunic, boots, and cap, the character's spells or talents cost less to activate.	—	Smuggler's Cache in Smuggler's Cove
Wade's Drakeskin Gloves	Drakescale	+5 Fire Resistance	When equipped with the other Drakeskin items, fatigue -10%	—	—	—	Herren's Merchandise, Crow Assassin, Crow
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Medium							
Legionnaire Scout Gloves	Dragonbone	Attack +6	—	—	—	—	Sigrun
Wade's Dragonskin Gloves	Dragonbone	+5 Fire Resistance	When equipped with the other Dragonskin items, fatigue -25%	—	—	—	Herren's Merchandise in Vigil's Keep
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Heavy							
Barbed Fists	White Steel	Armor +1	Armor Penetration +2	Attack +6	—	—	Armored Ogre Alpha in Vigil's Keep Siege

Ceremonial Armored Gloves	Red Steel	When equipped with the other Ceremonial items, +6 Defense vs. Missiles	—	—	—	—	Constable Aidan or Lieutenant
Gloves of Diligence	Silverite	+4 Armor	When equipped with the other Diligence items, willpower +5	—	—	—	Garevel or Varel
Stormchaser Gauntlets	Volcanic Aurum	Defense +6	Armor +3	Dexterity +4	Electricity Resistance +30, Combat Stamina Regen +2	When equipped with the Stormchaser armor, boots, and helm, the character gains a bonus to electricity resistance.	Herren's Merchandise in Vigil's Keep
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Sturdy Chainmail Gloves	Dragonbone	Armor +1	Attack +2	When equipped with heavy chainmail armor and boots, the character's spells or talents cost less to activate.	—	—	Justice

Wade's Heavy Dragonscale Gloves	Dragonbone	+5 Fire Resistance	When equipped with the other Dragonscale items, fatigue -20%	—	—	—	Herren's Merchandise in Vigil's Keep
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Massive							
Gauntlets of Hirol's Defense	White Steel	Armor Penetration +2	Melee Crit Chance +3	Strength +4	When equipped with the breastplate, greaves, and helm of Hirol's Defense, the character's spells or talents cost less to activate.	—	Sarcophagus in Kal'Hirol
Gauntlets of the Sentinel	Volcanic Aurum	Melee Crit Chance +3	Attack +6	When equipped with the armor, boots, and helm of the Sentinel, the character gains a bonus to armor and the character's spells or talents cost less to activate.	—	—	Iron Chest in Blackmarsh
Gloves of the Legion	Dragonbone	+4 Attack	When equipped with the other Legion items, Damage +3 and Constitution +3	—	—	—	Oghren, Jukka, Legionnaire

Grey Warden Plate Gauntlets	Silverite	Restrict: Warrior	Attack +4	When equipped with Grey Warden plate armor, boots, and helm, the character gains bonuses to strength and constitution.	—	—	Character Creation
Wade's Dragonbone Plate Gloves	Dragonbone	+5 Fire Resistance	When equipped with the other Dragonbone items, fatigue -10%	—	—	—	Herren's Merchandise in Vigil's Keep
Helmets							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Light							
Armsman's Tensioner	Inscribed Leather	0.3s Faster Aim	+6 Attack	—	—	—	Dwarven Bartender in Crown and Lion
Blackblade Helm	High Dragon Hide	Required: Rogue	Crit Damage +5%	Combat Stamina Regen +0.5	Willpower +4	When equipped with the Blackblade tunic, gloves, and boots, the character gains a bonus to armor and the character's spells or talents cost less to activate.	Chest in Silverite Mine

Cap of the Nimble	High Dragon Hide	Armor +2	Cunning +6	Chance to Ignore Hostile Magic +20%	Mental Resistance +10	When equipped with the vest, fingers, and feet of the Nimble, the character gains bonuses to cold resistance and fire resistance.	Yuriah's Wares (upgrade 2)
Free Scout Arming Cap	Hardened Leather	+2 Dexterity	—	—	—	—	Crow
Grey Warden Light Helm	Drakescale Leather	Restrict: Warrior	Defense +3	Cunning +2	When equipped with Grey Warden light armor, gloves, and boots, the character gains bonuses to dexterity and constitution.	—	Character Creation
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Quicksilver	High Dragon Hide	Chance to Dodge Attacks +5%	Defense +9	Cunning +6	—	—	Pile of Bones in Dragonbone Wastes
Studded Leather Helm	Drakeskin	Physical Resistance +2	—	—	—	—	Dwarven Bartender in Crown and Lion

Trickster's Cap	Dragonwing	Willpower +2	Mental Resistance +15	Physical Resistance +15	When equipped with the Trickster's tunic, gloves, and boots, the character's spells or talents cost less to activate.	—	Avvar Sarcophagus in Vigil's Keep Basement
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Medium							
Dwarven Helmet	Dragonbone	Physical Resistance +2	—	—	—	—	Glassric's Wares in Amaranthine
Legionnaire Scout Helm	Dragonbone	Cold Resistance +15	—	—	—	—	Sigrun
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Heavy							
Executioner's Helm	Silverite	Stamina +25	—	—	—	—	Herren's Merchandise in Vigil's Keep
Helm of Dragon's Peak	Volcanic Aurum	Combat Stamina Regen +.5	Defense +9	Strength +6	—	—	Armored Ogre Alpha in Vigil's Keep Siege
Helm of the Legion	Dragonbone	—	—	—	—	—	Oghren or Legionnaire
Helm of the Red	Steel	+1 Dexterity	+10 Fire Resistance	—	—	—	Lieutenant in Amaranthine

Knight Commander's Helm	Dragonbone	Physical Resistance +5	—	—	—	—	Herren's Merchandise in Vigil's Keep
Stormchaser Helm	White Steel	Defense +6	Electricity Resistance +10	Mental Resistance +15	When equipped with the Stormchaser armor, gauntlets, and boots, the character gains a bonus to electricity resistance.	—	Chest in Vigil's Keep
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Massive							
Duty	Silverite	+2 Constitution	When equipped with the other Duty items, fatigue -10%	—	—	—	Avvar Lord
Grey Warden Plate Helm	Silverite	Restrict: Warrior	Defense +3	Mental Resistance +5	Physical Resistance +5	When equipped with Grey Warden plate armor, gauntlets, and boots, the character gains bonuses to strength and constitution.	Character Creation

Helm of Hirol's Defense	White Steel	Defense +6	Constitution +4	Chance to Ignore Hostile Magic +10%	Mental Resistance +15	When equipped with the breastplate, gauntlets, and greaves of Hirol's Defense, the character's spells or talents cost less to activate.	Stone Chest in Kal'Hirol
Helm of the Sentinel	Volcanic Aurum	Combat Health Regen +2	Defense +9	Constitution +8	When equipped with the armor, gauntlets, and boots of the Sentinel, the character gains a bonus to armor and the character's spells or talents cost less to activate.	—	Iron Chest in Blackmarsh
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Mage							
Collective Arming Cowl	Cowl	+2 Constitution	Required: Mage	—	—	—	Octham's Goods in Amaranthine
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**

Enchanter's Arming Cap	Cowl	+1 Willpower	+10 Mental Resistance	Required: Mage	—	—	Octham's Goods in Amaranthine
First Enchanter's Cowl	Cowl	Chance to Ignore Hostile Magic +2%	Chance to Dodge Attacks +10%	Required: Mage	—	—	Apostate Mage, Octham's Goods, Architect's Chest
Grey Warden Cowl	Cowl	Restrict: Mage	Required: Mage	Willpower +2	Mental Resistance +15	—	Character Creation
The Libertarian's Cowl	Cowl	+12 Defense	+0.25 Combat Mana Regeneration	Required: Mage	—	—	Octham's Goods in Amaranthine
Lorekeeper's Cowl	Cowl	Required: Mage	Willpower +2	Spirit Resistance +15	When equipped with the Lorekeeper's robe, mittens, and boots, the character gains bonuses to armor and physical resistance.	—	Armoire in Abandoned Warehouse
Lucky Cap	Cowl	Required: Mage	Armor +2	Mental Resistance +7	Physical Resistance +7	—	Octham's Goods in Amaranthine
Reinforced Magus Cowl	Cowl	+2 Willpower	+20 Mental Resistance	-1 Dexterity	Required: Mage	—	Octham's Goods or Fen Witch

Sage's Fuzzy Head-Sweater	Cowl	Required: Mage	Dexterity +4	Willpower +4	Magic +4	Cunning +4	Disciple General in Amaranthine Siege
Toque of the Oblivious	Cowl	Required: Mage	Armor +5	Chance to Ignore Hostile Magic +10%	Mental Resistance +10	Physical Resistance +10, Magic +10	Queen of the Blackmarsh
Shields							
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Small Round							
Small Darkspawn Shield	All Metal	Defense +3	Defense against Missiles +6	—	—	—	Kal'Hirol
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Large Round							
Large Darkspawn Shield	All Metal	Defense +3	Defense against Missiles +8	—	—	—	Kal'Hirol
Large Grey Warden Shield	Dragonthorn	Restrict: Warrior	Defense +3	Defense against Missiles +10	Decrease Damage Scale +5	—	Character Creation
Mage-Hunter	White Steel	Defense +6	Chance to Ignore Hostile Magic +8%	Willpower +4	Decrease Damage Scale +10	—	Herren's Merchandise in Vigil's Keep
Shield of the Legion	Dragonbone	+10 Mental Resistance	—	—	—	—	Legionnaire in Kal'Hirol
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Kite							
Griffon's Crest	Dragonbone	Armor +1	Defense against Missiles +6	—	—	—	Justice
Landsmeet Shield	Volcanic Aurum	Stamina +50	Defense +12	Electricity Resistance +30	+12% damage reduction for all damage types	Physical Resistance +15	Ser Rylock, Dragon Thrall, Avvar Lord

Item Name	Material	Quality #1	Quality #2	Quality #3	Quality #4	Quality #5	Item Location
Tower							
Howe's Shield	Silverite	+12 Defense	+10 Fire Resistance	+10 Cold Resistance	-2 Willpower	—	Sergeant Maverlies or Private
Partha	White Steel	Chance to Dodge Attacks +5%	Cunning +2	Defense +15	Defense against Missiles +20, Decrease Damage Scale +10	When equipped with the sword Kallak, the character gains a bonus to stamina regeneration.	Dailan's Remains in Kal'Hirol
Item Name	**Material**	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Crafted							
Heartwood Shield	Ancestral Heartwood	Nature Resistance +10	Defense against Missiles +10	Defense +15	Decrease Damage Scale +15	Physical Resistance +20	Crafted by Master Wade

Accessories

Belts, amulets, and rings fall into the accessories category, and each provides more magical bonuses to augment your characters' attributes and skills. The Girdle of Kal'Hirol in the belt slot, for example, increases defense, fire resistance, cold resistance, and physical resistance. Depending on how you want to build up your character, you may opt for the Will of the Unyielding amulet to provide more willpower, or a Ring of Mastery for more spellpower. When you receive a new accessory, you may not want to drop it on your main PC each time. Think about which party member it benefits the most and give it to them. Giving an item granting extra defense to the tank benefits the party more than giving it to your PC rogue who barely needs it.

Amulets						
Item Name	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Blood of the Warrior	Required: Warrior	Strength +2	Defense against Missiles +10	Physical Resistance +10	—	Yuriah's Wares (original store)
Fox's Pendant	Restriction: Anders	Healing Spells +10%	Willpower +3	—	—	Anders
Halla Horn	+10 Mental Resistance	—	—	—	—	Velanna
Illumination	All Attributes +3	Mental Resistance +3	—	—	—	Mystic Chest in Wending Wood
Kristoff's Locket	Restriction: Justice	All Attributes +1	Chance to Dodge Attacks +5%	—	—	Justice
Magus Ward	Required: Mage	Magic +1	Chance to Ignore Hostile Magic +10%	Mental Resistance +10	—	Octham's Goods in Amaranthine
Nature's Blessing	Combat Health Regen +6	Combat Mana Regen +6	Combat Stamina Regen +1.5	—	—	Sarcophagus in Kal'Hirol
Rough-Hewn Pendant	Required: Warrior	Crit Damage +10%	Fatigue Reduction +5	—	—	Queen of the Blackmarsh
Scout's Medal	Dexterity +2	Armor +2	Stamina +50	Constitution +10	—	Yuriah's Wares (original store)
Seeker's Chain	Defense +3	All Attributes +2	Combat Health Regen +1	—	—	Glassric's Wares in Amaranthine
Shaper's Amulet	+2 Willpower	—	—	—	—	Nathaniel
Smith's Heart	+20 Fire Resistance	-1 Dexterity	—	—	—	Oghren
Spirit Cord	Required: Rogue	Spirit Resistance +5	Dexterity +3	Cunning +3	Nature Resistance +15	Crown and Lion Inn
Spirit Ward	+10 Spirit Resistance	—	—	—	—	Sigrun
Talisman of Restoration	Reduces Hostility	Required: Mage	Healing Spells +15%	Willpower +3	Defense against Missiles +20	Urn in Vigil's Keep Deep Roads
Will of the Unyielding	Required: Mage	Willpower +3	Physical Resistance +15	—	—	Flesh Pod in Drake's Fall

Belts						
Item Name	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Battlemage's Cinch	Required: Mage	Willpower +5	Spellpower +5	—	—	The Lost— Lower Reaches of Kal'Hirol
Belt of the Architect	Required: Mage	Willpower +7	Spellpower +7	—	—	The Architect in Drake's Fall
Deep Roads Girdle	Restriction: Sigrun	Crit Damage +15%	—	—	—	Sigrun
Doge's Dodger	Strength +4	Dexterity +4	Defense against Missiles +10	—	—	Utha in Drake's Fall
Enduring Faith	Cold Resistance +20	Combat Stamina Regen +1	Defense +15	—	—	Disciple General in Amaranthine Siege
Girdle of Kal'Hirol	Defense +6	Fire Resistance +10	Cold Resistance +10	Physical Resistance +10	—	Hirol's Sarcophagus in Kal'Hirol
Gladiator's Belt	Strength +2	Dexterity +2	Willpower +2	Attack +4	—	Runic Pedestal in Blackmarsh
Lucrosian's Silken Cord	Required: Mage	Magic +2	Constitution +4	—	—	Chest in Vigil's Keep
Magister's Cinch	Reduces Hostility	+10% to Healing Spells		—	—	Anders
One for the Ditch	Restriction: Oghren	Constitution +3	Physical Resistance +15	—	—	Oghren
Panacea	Dexterity +3	Healing Spells +25%	—	—	—	Herren's Merchandise in Vigil's Keep
Sash of Power	Fire Resistance +50	Cold Resistance +50	Electricity Resistance +50	Nature Resistance +50	Physical Resistance +10	Yuriah's Wares (upgrade 2)
Item Name	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Swordsman's Girdle	+2% Melee Critical Chance	—	—	—	—	Justice

Wasp's Sting	Crit Damage +5%	Armor Penetration +2	Attack +6	—	—	Ogre Commander in Vigil's Keep Deep Roads
Rings						
Item Name	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Ash	Required: Mage	Fire Resistance +10	Increases all Fire Damage +20%	When equipped with the ring Icicle, the character gains a bonus to magic.	—	Darkspawn Corpse in Wending Wood
Blessing of the Divine	Required: Warrior	Stamina +25	Chance to Ignore Hostile Magic +12%	Mental Resistance +10	When equipped with the Mark of the Divine, the character gains a bonus to health regeneration.	The Herald in Vigil's Keep Siege
Corin's Proposal	All Attributes +2	—	—	—	—	Floating Bottle in Blackmarsh
Dawn Ring	+4 Strength	-1 Cunning	If worn with Dusk Ring, armor +2	—	—	Justice
Dusk Ring	+3 Cunning	-1 Strength	If worn with Dawn Ring, armor +2	—	—	Nathaniel
Earthbound	Required: Mage	Nature Resistance +15	Increases all Nature Damage +15%	When equipped with the ring Soulbound, the character gains a bonus to willpower.	—	Queen of the Blackmarsh
Golden Cog	Required: Mage	Willpower +4	Magic +4	When equipped with the Silver Cog, the character gains a bonus to health regeneration.	—	Yuriah's Wares (original store)
Hailstone	+5% to Cold Damage	—	—	—	—	Anders

Icicle	Required: Mage	Willpower +3	Increases all Cold Damage +30%	Cold Resistance +70	When equipped with the ring Ash, the character gains a bonus to magic.	Yuriah's Wares (upgrade 2)
Keeper's Charm	Restriction: Velanna	Willpower +2	Magic +2	Increases all Fire Damage +5%	—	Velanna
Lyrium Ring	Restriction: Justice	Chance to Ignore Hostile Magic +10%	Willpower +6	—	—	Justice through personal quest
Mark of the Divine	Required: Warrior	Fire Resistance +10	Cold Resistance +10	Electricity Resistance +10, Healing Spells +10%	When equipped with the Blessing of the Divine, the character gains a bonus to health regeneration.	Blighted Shadow Wolf in Blackmarsh
Ring of Discipline	Required: Mage	Willpower +15	When equipped with the Ring of Mastery, the character gains a bonus to constitution.	—	—	Architect's Chest in Silverite Mine
Ring of Faith	+10% to Fire Damage	Required: Mage	—	—	—	Anders
Ring of Mastery	Required: Mage	Spellpower +10	When equipped with the Ring of Discipline, the character gains a bonus to constitution.	—	—	Adria in Vigil's Keep Basement
Ring of Resistance	+1 Willpower	+1 Constitution	—	—	—	Oghren & Sigrun

Ring of Severity	Required: Rogue	Constitution +6	Combat Health Regen +6	When equipped with the Ring of Subtlety, the character gains a bonus to health regeneration.	—	Chest in Blackmarsh
Ring of Study	+1 Magic	—	—	—	—	Velanna
Ring of Subtlety	Dexterity +3	Cunning +3	When equipped with the Ring of Severity, the character gains a bonus to health regeneration.	—	—	Packed Earth in Amaranthine
Item Name	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Ring of the Warrior	+2 Strength	+2 Dexterity	—	—	—	Oghren
Silver Cog	Required: Mage	Electricity Resistance +15	Increases all Lightning Damage +15%	When equipped with the Golden Cog, the character gains a bonus to health regeneration.	—	Personal Storage in Throne Room
Sleeper	Spirit Resistance +15	Electricity Resistance +25	—	—	—	Chest in Keep Interior
Soulbound	Required: Mage	Spirit Resistance +50	Chance to Ignore Hostile Magic +20%	Increases all Sprit Damage +100%	When equipped with the ring Earthbound, the character gains a bonus to willpower.	Baroness in Blackmarsh
Tingler	Combat Health Regen +3	Healing Spells +15%	Constitution +4	—	—	Chest in Vigil's Keep Basement

Worn Golden Ring	Restriction: Nathaniel	Chance to Dodge Attacks +10%	Cunning +3	—	—	Nathaniel
Ammo						
Item Name	**Quality #1**	**Quality #2**	**Quality #3**	**Quality #4**	**Quality #5**	**Item Location**
Arrow of Filth	+3 Nature Damage	—	—	—	—	Various
Elf-Flight Arrow	+6 Attack	Chance to Stun	—	—	—	Various
Explosive Bolt	+4 Fire Damage	—	—	—	—	Various
Fire Arrow	+2 Fire Damage	—	—	—	—	Various
Fire Bolt	+3 Fire Damage	—	—	—	—	Various
Ice Arrow	+2 Cold Damage	—	—	—	—	Various
Ice Bolt	+3 Cold Damage	—	—	—	—	Various
Knockback Bolt	Chance to Knock Target Back	—	—	—	—	Various
Sureshot Bolt	Massive Damage to Darkspawn	—	—	—	—	Various

Runes

Ambassador Cera enchants weapons and armor for you in the Vigil's Keep throne room. Any time you find or buy a rune, check back with Ambassador Cera to see about slotting the rune in your present equipment. You can use a rune if your weapon or armor has an open slot. When you speak to Cera, the rune interface shows you which weapons and armor have rune slots in your inventory, who wields the weapon or wears the armor, and the available runes with which to enchant. Simply drag the rune into the open weapon or armor slot to add its ability to the item. If you want to make a change, drag the active rune back to the rune inventory section and add a new rune to the weapon or armor.

There are seven rune categories, which increase in potency with each level: novice, journeyman, expert, master, grandmaster, masterpiece, and paragon. A novice flame rune, for example, grants +1 fire damage, while a grandmaster flame rune gives +5. See the following charts for weapon, armor, and special rune powers.

Weapon Rune Powers

Rune Name	Ability
Cold Iron	Damage vs. Spirits
Dweomer	Spell Resistance
Flame	Bonus Fire Damage
Frost	Bonus Cold Damage
Hale	Bonus Physical Resistance
Lightning	Bonus Electrical Damage
Paralyze	Chance to Root Target
Silverite	Damage vs. Darkspawn
Slow	Reduce Movement Speed

Armor Rune Powers

Rune Name	Ability
Barrier	Increases Armor
Immunity	Cold, Electricity, Fire Resistance
Reservoir	Increases Willpower
Stout	Increases Constitution
Tempest	Defense Against Missiles

Special Rune Powers

Rune Name	Ability
Amplification	Increase Cold, Fire, Lightning, Nature, and Spirit Damage +5
Diligence	Flank Immunity
Elemental	Deals Chromatic Damage (+1 all damage types at once)
Endurance	Fatigue Reduction
Evasion	Increases Dodge Chance
Intensifying	Increases Crit Chance and Crit Damage
Menacing	Increases Hostility
Momentum	Grants Haste

As you collect runes and add them to your weapons and armor, parcel them out based on party needs and class specialties. The damage-based runes generally go to DPS characters or the tank. Hale and barrier, of course, go to a tank, while dweomer and reservoir tend to go on mages (they tend to draw the return fire from enemy spellcasters in the rear and need the extra mana). Paralyze and slow runes are excellent on a tank or DPSer weapon to keep the enemy in place while they wallop on them. Special runes can go anywhere, based on your characters' tactics and your play style. As with everything, play to your party members' strengths and mind their weaknesses. If your tank keeps getting hurt by ranged fire, naturally give him the tempest rune.

Weapon Runes	
Name	**Bonuses**
Novice Cold Iron Rune	Damage +1 vs. Spirits
Novice Dweomer Rune	+2% Chance to Ignore Hostile Magic
Novice Flame Rune	+1 Fire Damage
Novice Frost Rune	+1 Cold Damage
Novice Hale Rune	+5 Physical Resistance
Novice Lightning Rune	+1 Electricity Damage
Novice Paralyze Rune	Chance of Paralysis
Novice Silverite Rune	Damage +1 vs. Darkspawn
Novice Slow Rune	Chance to Reduce Movement Speed
Journeyman Cold Iron Rune	Damage +2 vs. Spirits
Journeyman Dweomer Rune	+4% Chance to Ignore Hostile Magic
Journeyman Flame Rune	+2 Fire Damage
Journeyman Frost Rune	+2 Cold Damage
Journeyman Hale Rune	+10 Physical Resistance
Journeyman Lightning Rune	+2 Electricity Damage
Journeyman Paralyze Rune	Chance of Paralysis
Journeyman Silverite Rune	Damage +2 vs. Darkspawn
Journeyman Slow Rune	Chance to Reduce Movement Speed
Expert Cold Iron Rune	Damage +3 vs. Spirits
Expert Dweomer Rune	+6% Chance to Ignore Hostile Magic
Expert Flame Rune	+3 Fire Damage
Expert Frost Rune	+3 Cold Damage
Expert Hale Rune	+15 Physical Resistance
Expert Lightning Rune	+3 Electricity Damage
Expert Paralyze Rune	Chance of Paralysis
Expert Silverite Rune	Damage +3 vs. Darkspawn
Expert Slow Rune	Chance to Reduce Movement Speed
Master Cold Iron Rune	Damage +4 vs. Spirits
Master Dweomer Rune	+8% Chance to Ignore Hostile Magic
Master Flame Rune	+4 Fire Damage
Master Frost Rune	+4 Cold Damage
Master Hale Rune	+20 Physical Resistance
Master Lightning Rune	+4 Electricity Damage
Master Paralyze Rune	Chance of Paralysis
Master Silverite Rune	Damage +4 vs. Darkspawn
Master Slow Rune	Chance to Reduce Movement Speed
Grandmaster Cold Iron Rune	Damage +5 vs. Spirits
Grandmaster Dweomer Rune	+10% Chance to Ignore Hostile Magic
Grandmaster Flame Rune	+5 Fire Damage
Grandmaster Frost Rune	+5 Cold Damage
Name	**Bonuses**
Grandmaster Hale Rune	+25 Physical Resistance
Grandmaster Lightning Rune	+5 Electricity Damage
Grandmaster Paralyze Rune	Chance of Paralysis
Grandmaster Silverite Rune	Damage +5 vs. Darkspawn

Grandmaster Slow Rune	Chance to Reduce Movement Speed
Masterpiece Cold Iron Rune	Damage +6 vs. Spirits
Masterpiece Dweomer Rune	+12% Chance to Ignore Hostile Magic
Masterpiece Flame Rune	+6 Fire Damage
Masterpiece Frost Rune	+6 Cold Damage
Masterpiece Hale Rune	+30 Physical Resistance
Masterpiece Lightning Rune	+6 Electricity Damage
Masterpiece Paralyze Rune	Chance of Paralysis
Masterpiece Silverite Rune	Damage +6 vs. Darkspawn
Masterpiece Slow Rune	Chance to Reduce Movement Speed
Paragon Cold Iron Rune	Damage +7 vs. Spirits
Paragon Dweomer Rune	+14% Chance to Ignore Hostile Magic
Paragon Flame Rune	+7 Fire Damage
Paragon Frost Rune	+7 Cold Damage
Paragon Hale Rune	+35 Physical Resistance
Paragon Lightning Rune	+7 Electricity Damage
Paragon Paralyze Rune	Chance of Paralysis
Paragon Silverite Rune	Damage +7 vs. Darkspawn
Paragon Slow Rune	Chance to Reduce Movement Speed
Armor Runes	
Name	**Bonuses**
Novice Barrier Rune	Armor +1
Novice Immunity Rune	Cold, Electricity and Fire Resistances +3
Novice Reservoir Rune	Willpower +1
Novice Stout Rune	Constitution +2
Novice Tempest Rune	Defense against Missiles +2
Journeyman Barrier Rune	Armor +2
Journeyman Immunity Rune	Cold, Electricity, and Fire Resistances +6
Journeyman Reservoir Rune	Willpower +2
Journeyman Stout Rune	Constitution +4
Journeyman Tempest Rune	Defense against Missiles +4
Expert Barrier Rune	Armor +3
Expert Immunity Rune	Cold, Electricity, and Fire Resistances +9
Expert Reservoir Rune	Willpower +3
Expert Stout Rune	Constitution +6
Expert Tempest Rune	Defense against Missiles +6
Name	**Bonuses**
Master Barrier Rune	Armor +4
Master Immunity Rune	Cold, Electricity, and Fire Resistances +12
Master Reservoir Rune	Willpower +4
Master Stout Rune	Constitution +8
Master Tempest Rune	Defense against Missiles +8
Grandmaster Barrier Rune	Armor +5
Grandmaster Immunity Rune	Cold, Electricity, and Fire Resistances +15
Grandmaster Reservoir Rune	Willpower +5
Grandmaster Stout Rune	Constitution +10
Grandmaster Tempest Rune	Defense against Missiles +10

Masterpiece Barrier Rune	Armor +6
Masterpiece Immunity Rune	Cold, Electricity, and Fire Resistances +20
Masterpiece Reservoir Rune	Willpower +6
Masterpiece Stout Rune	Constitution +12
Masterpiece Tempest Rune	Defense against Missiles +12
Name	**Bonuses**
Paragon Barrier Rune	Armor +7
Paragon Immunity Rune	Cold, Electricity, and Fire Resistances +25
Paragon Reservoir Rune	Willpower +7
Paragon Stout Rune	Constitution +14
Paragon Tempest Rune	Defense against Missiles +14

Special Runes	
Name	**Bonuses**
Amplification Rune	Increases all damage types +5%
Diligence Rune	Flank Immunity
Elemental Rune	Enhances chromatic damage, which is +1 for all damage types
Endurance Rune	Fatigue Reduction +1
Evasion Rune	Chance to Dodge Attacks +5%
Intensifying Rune	Crit Damage +20%
Menacing Rune	Increase hostility
Momentum Rune	Haste

Crafting

Runecrafting, Herbalism, Trap-Making, and Poison-Making contribute to craft items. The new Runecrafting skill allows you to craft your own runes for weapons and armor. When you gain the Herbalism skill, you can craft medicinal items, such as health poultices, lyrium potions, and injury kits. Trap-Making creates simple but effective mechanisms for snaring and injuring enemies, such as claw traps and caltrop traps. Poison-Making extracts potent poisons from deadly plants and venom from reptiles to coat weapons with various effects detrimental to your enemies. Herbalism is absolutely essential in any group, and usually a mage will take up the craft due to their high magic score. Trap-Making is a nice luxury if you have the extra skill points to spend on it. Any warrior or rogue who wants a little extra AoE and root/snaring effects can dabble here. Poison-Making will improve DPS, which fits with a rogue or damage-dealing warrior. Runecrafting can seriously increase the effectiveness of your items, and as long as you have the extra money to spend on it (it's expensive!). One of your characters should invest in it all the way to the fourth Runecrafting level. Your main PC should probably spend skill points on the critical talents, such as Coercion and Combat Training (for warriors and rogues), while each companion can take a crafting skill to maximize your item output in the various crafting areas.

Now that you've decided you want to study up on Runecrafting, Herbalism, Poison-Making, or Trap-Making, what reagents do you need? At what rank can you make each crafting item? Read through the following table for the essentials you need to craft every item in the game.

Herbalism									
Item Name	**Craft**	**Ingredient 1**	**Count 1**	**Ingredient 2**	**Count 2**	**Ingredient 3**	**Count 3**	**Ingredient 4**	**Count 4**
Lesser Health Poultice	Herbalism	Elfroot	1	Flask	1	****	0	****	0
Lesser Lyrium Potion	Herbalism	Lyrium Dust	1	Flask	1	****	0	****	0
Health Poultice	Herbalism (Improved)	Elfroot	3	Flask	1	Distillation Agent	1	****	0
Incense of Awareness	Herbalism (Improved)	Lyrium Dust	1	Deep Mushroom	1	Flask	1	Distillation Agent	1
Lyrium Potion	Herbalism (Improved)	Lyrium Dust	2	Flask	1	Distillation Agent	1	****	0
Minor Injury Repair Kit	Herbalism (Improved)	Elfroot	2	Deep Mushroom	2	Distillation Agent	1	****	0
Rock Salve	Herbalism (Improved)	Deep Mushroom	2	Flask	1	Distillation Agent	1	****	0
Greater Health Poultice	Herbalism (Expert)	Elfroot	4	Flask	1	Distillation Agent	2	Concentrator Agent	1
Greater Lyrium Potion	Herbalism (Expert)	Lyrium Dust	3	Flask	1	Distillation Agent	2	Concentrator Agent	1
Injury Repair Kit	Herbalism (Expert)	Elfroot	3	Deep Mushroom	3	Distillation Agent	2	Concentrator Agent	1
Item Name	**Craft**	**Ingredient 1**	**Count 1**	**Ingredient 2**	**Count 2**	**Ingredient 3**	**Count 3**	**Ingredient 4**	**Count 4**
Lesser Elixir of Grounding	Herbalism (Expert)	Frozen Lightning	1	Flask	1	Concentrator Agent	1	****	0
Lesser Ice Salve	Herbalism (Expert)	Frostrock	1	Flask	1	Concentrator Agent	1	****	0
Lesser Nature Salve	Herbalism (Expert)	Lifestone	1	Flask	1	Concentrator Agent	1	****	0
Lesser Spirit Balm	Herbalism (Expert)	Spirit Shard	1	Flask	1	Concentrator Agent	1	****	0
Lesser Warmth Balm	Herbalism (Expert)	Fire Crystal	1	Flask	1	Concentrator Agent	1	****	0
Swift Salve	Herbalism (Expert)	Lyrium Dust	2	Deep Mushroom	2	Flask	1	Concentrator Agent	1
Greater Elixir of Grounding	Herbalism (Master)	Frozen Lightning	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Greater Ice Salve	Herbalism (Master)	Frostrock	2	Flask	1	Distillation Agent	1	Concentrator Agent	2

Greater Nature Salve	Herbalism (Master)	Lifestone	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Greater Spirit Balm	Herbalism (Master)	Spirit Shard	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Greater Stamina Draught	Herbalism (Master)	Deep Mushroom	3	Flask	1	Distillation Agent	2	Concentrator Agent	1
Greater Warmth Balm	Herbalism (Master)	Fire Crystal	2	Flask	1	Distillation Agent	1	Concentrator Agent	2
Lesser Stamina Draught	Herbalism (Master)	Deep Mushroom	1	Flask	1	****	0	****	0
Major Injury Repair Kit	Herbalism (Master)	Elfroot	4	Deep Mushroom	4	Distillation Agent	2	Concentrator Agent	2
Master Health Poultice	Herbalism (Master)	Elfroot	8	Flask	1	Distillation Agent	8	Concentrator Agent	8
Master Lyrium Potion	Herbalism (Master)	Lyrium Dust	8	Flask	1	Distillation Agent	8	Concentrator Agent	8
Master Stamina Draught	Herbalism (Master)	Deep Mushroom	8	Flask	1	Distillation Agent	8	Concentrator Agent	8
Potent Health Poultice	Herbalism (Master)	Elfroot	5	Flask	1	Distillation Agent	2	Concentrator Agent	2
Potent Lyrium Potion	Herbalism (Master)	Lyrium Dust	4	Flask	1	Distillation Agent	2	Concentrator Agent	2
Potent Stamina Draught	Herbalism (Master)	Deep Mushroom	4	Flask	1	Distillation Agent	2	Concentrator Agent	2
Stamina Draught	Herbalism (Master)	Deep Mushroom	2	Flask	1	Distillation Agent	1	****	0
Superb Health Poultice	Herbalism (Master)	Elfroot	6	Flask	1	Distillation Agent	4	Concentrator Agent	4
Superb Lyrium Potion	Herbalism (Master)	Lyrium Dust	6	Flask	1	Distillation Agent	4	Concentrator Agent	4
Superb Stamina Draught	Herbalism (Master)	Deep Mushroom	6	Flask	1	Distillation Agent	4	Concentrator Agent	4
Poison-Making									
Item Name	**Craft**	**Ingredient 1**	**Count 1**	**Ingredient 2**	**Count 2**	**Ingredient 3**	**Count 3**	**Ingredient 4**	**Count 4**
Deathroot Extract	Poison-Making	Deathroot	1	Flask	1	****	0	****	0
Venom	Poison-Making	Toxin Extract	1	Flask	1	****	0	****	0
Acid Flask	Poison-Making (Improved)	Lifestone	1	Flask	1	Corrupter Agent	1	****	0

Concentrated Deathroot Extract	Poison-Making (Improved)	Deathroot	2	Flask	1	Distillation Agent	1	****	0
Concentrated Venom	Poison-Making (Improved)	Toxin Extract	2	Flask	1	Distillation Agent	1	****	0
Crow Poison	Poison-Making (Improved)	Toxin Extract	2	Deathroot	2	Flask	1	Distillation Agent	1
Fire Bomb	Poison-Making (Improved)	Fire Crystal	1	Flask	1	Corrupter Agent	1	****	0
Item Name	**Craft**	**Ingredient 1**	**Count 1**	**Ingredient 2**	**Count 2**	**Ingredient 3**	**Count 3**	**Ingredient 4**	**Count 4**
Freeze Bomb	Poison-Making (Improved)	Frostrock	1	Flask	1	Corrupter Agent	1	****	0
Shock Bomb	Poison-Making (Improved)	Frozen Lightning	1	Flask	1	Corrupter Agent	1	****	0
Soulrot Bomb	Poison-Making (Improved)	Spirit Shard	1	Flask	1	Corrupter Agent	1	****	0
Acidic Coating	Poison-Making (Expert)	Lifestone	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Adder's Kiss	Poison-Making (Expert)	Toxin Extract	3	Flask	1	Distillation Agent	2	Concentrator Agent	1
Concentrated Crow Poison	Poison-Making (Expert)	Toxin Extract	3	Deathroot	3	Flask	1	Concentrator Agent	1
Demonic Poison	Poison-Making (Expert)	Demonic Ichor	1	Flask	1	Concentrator Agent	1	****	0
Flaming Coating	Poison-Making (Expert)	Fire Crystal	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Fleshrot	Poison-Making (Expert)	Deathroot	3	Flask	1	Distillation Agent	2	Concentrator Agent	1
Freezing Coating	Poison-Making (Expert)	Frostrock	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Magebane	Poison-Making (Expert)	Lyrium Dust	3	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Shock Coating	Poison-Making (Expert)	Frozen Lightning	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Soldier's Bane	Poison-Making (Expert)	Deep Mushroom	3	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Soulrot Coating	Poison-Making (Expert)	Spirit Shard	2	Flask	1	Corrupter Agent	2	Concentrator Agent	1

Concentrated Demonic Poison	Poison-Making (Master)	Demonic Ichor	2	Flask	1	Concentrator Agent	2	****	0
Concentrated Magebane	Poison-Making (Master)	Lyrium Dust	4	Flask	1	Corrupter Agent	2	Concentrator Agent	2
Concentrated Soldier's Bane	Poison-Making (Master)	Deep Mushroom	4	Flask	1	Corrupter Agent	2	Concentrator Agent	2
Dispel Coating	Poison-Making (Master)	Rashvine Nettle	2	Flask	1	Corrupter Agent	4	Concentrator Agent	2
Dispel Grenade	Poison-Making (Master)	Rashvine Nettle	1	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Elemental Coating	Poison-Making (Master)	Blood Lotus	2	Flask	1	Corrupter Agent	4	Concentrator Agent	2
Elemental Grenade	Poison-Making (Master)	Blood Lotus	1	Flask	1	Corrupter Agent	2	Concentrator Agent	1
Quiet Death	Poison-Making (Master)	Toxin Extract	4	Deathroot	4	Flask	1	Concentrator Agent	2
Runecrafting									
Item Name	**Craft**	**Ingredient 1**	**Count 1**	**Ingredient 2**	**Count 2**	**Ingredient 3**	**Count 3**	**Ingredient 4**	**Count 4**
Diligence Rune	Runecrafting	Novice Tempest Rune	1	Menacing Rune	1	Blank Runestone	1	Etching Agent	1
Expert Barrier Rune	Runecrafting	Journeyman Barrier Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Cold Iron Rune	Runecrafting	Journeyman Cold Iron Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Dweomer Rune	Runecrafting	Journeyman Dweomer Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Flame Rune	Runecrafting	Journeyman Flame Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Frost Rune	Runecrafting	Journeyman Frost Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Hale Rune	Runecrafting	Journeyman Hale Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Immunity Rune	Runecrafting	Journeyman Immunity Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Item Name	**Craft**	**Ingredient 1**	**Count 1**	**Ingredient 2**	**Count 2**	**Ingredient 3**	**Count 3**	**Ingredient 4**	**Count 4**
Expert Lightning Rune	Runecrafting	Journeyman Lightning Rune	2	Blank Runestone	1	Etching Agent	0	****	0

Expert Paralyze Rune	Runecrafting	Journeyman Paralyze Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Resevoir Rune	Runecrafting	Journeyman Resevoir Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Silverite Rune	Runecrafting	Journeyman Silverite Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Slow Rune	Runecrafting	Journeyman Slow Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Stout Rune	Runecrafting	Journeyman Stout Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Expert Tempest Rune	Runecrafting	Journeyman Tempest Rune	2	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Barrier Rune	Runecrafting	Novice Barrier Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Cold Iron Rune	Runecrafting	Novice Cold Iron Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Dweomer Rune	Runecrafting	Novice Dweomer Rune	1	Blank Runestone	1	Etching Agent	1	****	0
Journeyman Flame Rune	Runecrafting	Novice Flame Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Frost Rune	Runecrafting	Novice Frost Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Hale Rune	Runecrafting	Novice Hale Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Immunity Rune	Runecrafting	Novice Immunity Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Lightning Rune	Runecrafting	Novice Lightning Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Paralyze Rune	Runecrafting	Novice Paralyze Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Resevoir Rune	Runecrafting	Novice Resevoir Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Silverite Rune	Runecrafting	Novice Silverite Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Slow Rune	Runecrafting	Novice Slow Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Stout Rune	Runecrafting	Novice Stout Rune	1	Blank Runestone	1	Etching Agent	0	****	0
Journeyman Tempest Rune	Runecrafting	Novice Tempest Rune	1	Blank Runestone	1	Etching Agent	0	****	0

Menacing Rune	Runecrafting	Novice Immunity Rune	1	Novice Silverite Rune	1	Blank Runestone	1	Etching Agent	1
Endurance Rune	Runecrafting (Improved)	Journeyman Stout Rune	1	Journeyman Hale Rune	1	Blank Runestone	1	Etching Agent	2
Intensifying Rune	Runecrafting (Improved)	Journeyman Lightning Rune	1	Journeyman Cold Iron Rune	1	Blank Runestone	1	Etching Agent	2
Master Barrier Rune	Runecrafting (Improved)	Expert Barrier Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Cold Iron Rune	Runecrafting (Improved)	Expert Cold Iron Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Dweomer Rune	Runecrafting (Improved)	Expert Dweomer Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Flame Rune	Runecrafting (Improved)	Expert Flame Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Frost Rune	Runecrafting (Improved)	Expert Frost Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Hale Rune	Runecrafting (Improved)	Expert Hale Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Immunity Rune	Runecrafting (Improved)	Expert Immunity Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Item Name	**Craft**	**Ingredient 1**	**Count 1**	**Ingredient 2**	**Count 2**	**Ingredient 3**	**Count 3**	**Ingredient 4**	**Count 4**
Master Lightning Rune	Runecrafting (Improved)	Expert Lightning Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Paralyze Rune	Runecrafting (Improved)	Expert Paralyze Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Resevoir Rune	Runecrafting (Improved)	Expert Resevoir Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Silverite Rune	Runecrafting (Improved)	Expert Silverite Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Slow Rune	Runecrafting (Improved)	Expert Slow Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Stout Rune	Runecrafting (Improved)	Expert Stout Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Master Tempest Rune	Runecrafting (Improved)	Expert Tempest Rune	2	Blank Runestone	1	Etching Agent	3	****	0
Amplification Rune	Runecrafting (Expert)	Expert Resevoir Rune	1	Expert Dweomer Rune	1	Blank Runestone	1	Etching Agent	3
Elemental Rune	Runecrafting (Expert)	Expert Flame Rune	1	Expert Frost Rune	1	Blank Runestone	1	Etching Agent	3

Grandmaster Barrier Rune	Runecrafting (Expert)	Master Barrier Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Cold Iron Rune	Runecrafting (Expert)	Master Cold Iron Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Dweomer Rune	Runecrafting (Expert)	Master Dweomer Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Flame Rune	Runecrafting (Expert)	Master Flame Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Frost Rune	Runecrafting (Expert)	Master Frost Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Hale Rune	Runecrafting (Expert)	Master Hale Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Immunity Rune	Runecrafting (Expert)	Master Immunity Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Lightning Rune	Runecrafting (Expert)	Master Lightning Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Paralyze Rune	Runecrafting (Expert)	Master Paralyze Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Resevoir Rune	Runecrafting (Expert)	Master Resevoir Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Silverite Rune	Runecrafting (Expert)	Master Silverite Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Slow Rune	Runecrafting (Expert)	Master Slow Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Stout Rune	Runecrafting (Expert)	Master Stout Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Grandmaster Tempest Rune	Runecrafting (Expert)	Master Tempest Rune	2	Blank Runestone	1	Etching Agent	4	****	0
Evasion Rune	Runecrafting (Master)	Master Tempest Rune	1	Master Lightning Rune	1	Blank Runestone	1	Etching Agent	4
Masterpiece Barrier Rune	Runecrafting (Master)	Grandmaster Barrier Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Cold Iron Rune	Runecrafting (Master)	Grandmaster Cold Iron Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Dweomer Rune	Runecrafting (Master)	Grandmaster Dweomer Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Flame Rune	Runecrafting (Master)	Grandmaster Flame Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Frost Rune	Runecrafting (Master)	Grandmaster Frost Rune	2	Blank Runestone	1	Etching Agent	5	****	0

Masterpiece Hale Rune	Runecrafting (Master)	Grandmaster Hale Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Immunity Rune	Runecrafting (Master)	Grandmaster Immunity Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Item Name	**Craft**	**Ingredient 1**	**Count 1**	**Ingredient 2**	**Count 2**	**Ingredient 3**	**Count 3**	**Ingredient 4**	**Count 4**
Masterpiece Lightning Rune	Runecrafting (Master)	Grandmaster Lightning Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Paralyze Rune	Runecrafting (Master)	Grandmaster Paralyze Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Resevoir Rune	Runecrafting (Master)	Grandmaster Resevoir Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Silverite Rune	Runecrafting (Master)	Grandmaster Silverite Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Slow Rune	Runecrafting (Master)	Grandmaster Slow Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Stout Rune	Runecrafting (Master)	Grandmaster Stout Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Masterpiece Tempest Rune	Runecrafting (Master)	Grandmaster Tempest Rune	2	Blank Runestone	1	Etching Agent	5	****	0
Momentum Rune	Runecrafting (Master)	Master Tempest Rune	1	Master Hale Rune	1	Blank Runestone	1	Etching Agent	4
Paragon Barrier Rune	Runecrafting (Master)	Masterpiece Barrier Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Cold Iron Rune	Runecrafting (Master)	Masterpiece Cold Iron Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Dweomer Rune	Runecrafting (Master)	Masterpiece Dweomer Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Flame Rune	Runecrafting (Master)	Masterpiece Flame Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Frost Rune	Runecrafting (Master)	Masterpiece Frost Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Hale Rune	Runecrafting (Master)	Masterpiece Hale Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Immunity Rune	Runecrafting (Master)	Masterpiece Immunity Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Lightning Rune	Runecrafting (Master)	Masterpiece Lightning Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Paralyze Rune	Runecrafting (Master)	Masterpiece Paralyze Rune	2	Blank Runestone	1	Etching Agent	6	****	0

Paragon Resevoir Rune	Runecrafting (Master)	Masterpiece Resevoir Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Silverite Rune	Runecrafting (Master)	Masterpiece Silverite Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Slow Rune	Runecrafting (Master)	Masterpiece Slow Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Stout Rune	Runecrafting (Master)	Masterpiece Stout Rune	2	Blank Runestone	1	Etching Agent	6	****	0
Paragon Tempest Rune	Runecrafting (Master)	Masterpiece Tempest Rune	2	Blank Runestone	1	Etching Agent	6	****	0

Trap-Making

Item Name	Craft	Ingredient 1	Count 1	Ingredient 2	Count 2	Ingredient 3	Count 3	Ingredient 4	Count 4
Rope Trap	Trap-Making	Trap Trigger	1	****	0	****	0	****	0
Small Caltrop Trap	Trap-Making	Metal Shard	1	****	0	****	0	****	0
Small Claw Trap	Trap-Making	Metal Shard	1	Trap Trigger	1	****	0	****	0
Small Shrapnel Trap	Trap-Making	Metal Shard	1	Trap Trigger	1	****	0	****	0
Large Caltrop Trap	Trap-Making (Improved)	Metal Shard	2	****	0	****	0	****	0
Large Claw Trap	Trap-Making (Improved)	Metal Shard	2	Trap Trigger	1	****	0	****	0
Large Shrapnel Trap	Trap-Making (Improved)	Metal Shard	2	Trap Trigger	1	****	0	****	0
Mild Choking Powder Trap	Trap-Making (Improved)	Toxin Extract	1	Corrupter Agent	1	Trap Trigger	1	****	0
Item Name	**Craft**	**Ingredient 1**	**Count 1**	**Ingredient 2**	**Count 2**	**Ingredient 3**	**Count 3**	**Ingredient 4**	**Count 4**
Mild Sleeping Gas Trap	Trap-Making (Improved)	Deathroot	1	Corrupter Agent	1	Trap Trigger	1	****	0
Small Grease Trap	Trap-Making (Improved)	Lifestone	1	Distillation Agent	1	Trap Trigger	1	****	0
Small Lure	Trap-Making (Improved)	Glamour Charm	1	****	0	****	0	****	0
Acidic Trap	Trap-Making (Expert)	Lifestone	1	Corrupter Agent	1	Trap Trigger	1	****	0
Choking Powder Trap	Trap-Making (Expert)	Toxin Extract	2	Corrupter Agent	2	Concentrator Agent	1	Trap Trigger	1
Fire Trap	Trap-Making (Expert)	Fire Crystal	1	Corrupter Agent	1	Trap Trigger	1	****	0

Freeze Trap	Trap-Making (Expert)	Frostrock	1	Corrupter Agent	1	Trap Trigger	1	****	0
Large Grease Trap	Trap-Making (Expert)	Lifestone	2	Distillation Agent	2	Concentrator Agent	1	Trap Trigger	1
Large Lure	Trap-Making (Expert)	Glamour Charm	2	****	0	****	0	****	0
Poisoned Caltrop Trap	Trap-Making (Expert)	Metal Shard	2	Lifestone	1	Corrupter Agent	1	****	0
Shock Trap	Trap-Making (Expert)	Frozen Lightning	1	Corrupter Agent	1	Trap Trigger	1	****	0
Sleeping Gas Trap	Trap-Making (Expert)	Deathroot	2	Corrupter Agent	2	Concentrator Agent	1	Trap Trigger	1
Soulrot Trap	Trap-Making (Expert)	Spirit Shard	1	Corrupter Agent	1	Trap Trigger	1	****	0
Acidic Grease Trap	Trap-Making (Master)	Lifestone	3	Corrupter Agent	2	Concentrator Agent	2	Trap Trigger	1
Choking Powder Cloud Trap	Trap-Making (Master)	Toxin Extract	3	Corrupter Agent	2	Concentrator Agent	2	Trap Trigger	1
Dispel Trap	Trap-Making (Master)	Rashvine Nettle	1	Corrupter Agent	2	Trap Trigger	1	Concentrator Agent	1
Elemental Trap	Trap-Making (Master)	Blood Lotus	1	Corrupter Agent	2	Trap Trigger	1	Concentrator Agent	1
Gravity Trap	Trap-Making (Master)	Glamour Charm	4	Corrupter Agent	4	Trap Trigger	1	****	0
Irresistable Lure	Trap-Making (Master)	Glamour Charm	3	****	0	****	0	****	0
Misdirection Cloud Trap	Trap-Making (Master)	Madcap Bulb	2	Corrupter Agent	2	Concentrator Agent	2	Trap Trigger	1
Sleeping Gas Cloud Trap	Trap-Making (Master)	Deathroot	3	Corrupter Agent	2	Concentrator Agent	2	Trap Trigger	1

Usable Items

Anything you can craft, and many of the crafting components, can be considered usable items. The most common ones are health poultices and lyrium potions (Herbalism), poisons (Poison-Making), and trap kits (Trap-Making). Click on the item and you gain the effect, using up one of the item in the process. If you use an item often, add it to your quickbar/shortcut for easy access. Something that early adventurers may not be aware of is that crafting reagents also have effects if used directly. For example, deep mushroom restores 10 stamina, while lifestone gives +10 nature resistance for one minute. In general, though, if you plan on crafting, hold off on the small one-time reagent effects to gain the larger effects from crafted items.

Grenades			
Name	**Quality #1**	**Quality #2**	**Quality #3**
Acid Flask	Deals 80 Nature damage to creatures in the area of effect	—	—
Dispel Grenade	Required: Poison-Making	Dispels magic effects in area	—
Dworkin's Explosives	Dworkin the Mad's "safest" explosives	—	—
Dworkin's Explosives	A powerful variant of Dworkin the Mad's explosives	—	—
Name	**Quality #1**	**Quality #2**	**Quality #3**
Dworkin's Explosives	Dworkin the Mad's explosives. They go "boom!"	—	—
Elemental Grenade	Required: Poison-Making	Deals elemental damage in area	—
Fire Bomb	Deals 80 Fire damage to creatures in the area of effect	—	—
Freeze Bomb	Deals 80 Cold damage to creatures in the area of effect	—	—
Shock Bomb	Deals 80 Electricity damage to creatures in the area of effect	—	—
Soulrot Bomb	Deals 80 Spirit damage to creatures in the area of effect	—	—
Health Poultices			
Name	**Quality #1**	**Quality #2**	**Quality #3**
Lesser Health Poultice	Restores 50+ Health	—	—
Health Poultice	Restores 100+ Health	—	—
Greater Health Poultice	Restores 150+ Health	—	—
Potent Health Poultice	Restores 200+ Health	—	—
Superb Health Poultice	Restores 250+ Health	—	—
Master Health Poultice	Restores 300+ Health	—	—
Ethereal Health Poultice	Healing Potion	This exists only in the Fade	—
Heraldry			
Name	**Quality #1**	**Quality #2**	**Quality #3**

Heraldry: Aeducan	The heraldry of House Aeducan can be applied to a suitable shield.	—	—
Heraldry: Antivan Crows	The insignia of the Antivan Crows can be applied to a suitable shield.	—	—
Heraldry: Bear's Paw	This outline of a bear's paw can be applied to a suitable shield.	—	—
Heraldry: City of Amaranthine	The crest of the City of Amaranthine can be applied to a suitable shield.	—	—
Heraldry: Cousland	The heraldry of the Couslands of Highever can be applied to a suitable shield.	—	—
Heraldry: Cross	This cross can be applied to a suitable shield.	—	—
Heraldry: Dragon's Peak Bannorn	The heraldry of the Bann of Dragon's Peak can be applied to a suitable shield.	—	—
Heraldry: Grey Wardens	The heraldry of the Grey Wardens can be applied to a suitable shield.	—	—
Heraldry: Legion of the Dead	The crest of the Legion of the Dead can be applied to a suitable shield.	—	—
Heraldry: Templars	The templars' insignia can be applied to a suitable shield.	—	—
Injury Repair Kit			
Name	**Quality #1**	**Quality #2**	**Quality #3**

Lesser Injury Kit	Restores 10 Health	Removes 1 Injury	—
Injury Kit	Restores 20 Health	Removes 3 Injuries	—
Greater Injury Kit	Restores 40 Health	Removes All Injuries	—
Mana Potions			
Name	**Quality #1**	**Quality #2**	**Quality #3**
Lesser Lyrium Potion	Restores 50+ Mana	Required: Mage	—
Lyrium Potion	Restores 100+ Mana	Required: Mage	—
Greater Lyrium Potion	Restores 150+ Mana	Required: Mage	—
Potent Lyrium Potion	Restores 200+ Mana	Required: Mage	—
Superb Lyrium Potion	Restores 250+ Mana	Required: Mage	—
Master Lyrium Potion	Restores 300+ Mana	Required: Mage	—
Ethereal Lyrium Potion	Mana Potion	Required: Mage	This exists only in the Fade
Manuals			
Name	**Quality #1**	**Quality #2**	**Quality #3**
Manual of Focus	Re-spec Character	—	—
Manual: Battlemage	Unlocks Mage Specialization	—	—
Manual: Blood Mage	Unlocks Mage Specialization	—	—
Manual: Guardian	Unlocks Warrior Specialization	—	—
Manual: Keeper	Unlocks Mage Specialization	—	—
Name	**Quality #1**	**Quality #2**	**Quality #3**
Manual: Legionnaire Scout	Unlocks Rogue Specialization	—	—
Manual: Reaver	Unlocks Warrior Specialization	—	—
Manual: Shadow	Unlocks Rogue Specialization	—	—
Manual: Spirit Warrior	Unlocks Warrior Specialization	—	—
Poisons			
Name	**Quality #1**	**Quality #2**	**Quality #3**
Deathroot Extract	+1 Nature Damage for 60 seconds	Chance to stun target for 60 seconds	—
Venom	+1 Nature Damage for 60 seconds	Chance to slow target for 60 seconds	—
Concentrated Deathroot Extract	+2 Nature Damage for 60 seconds	Chance to stun target for 60 seconds	—
Concentrated Venom	+2 Nature Damage for 60 seconds	Chance to slow target for 60 seconds	—
Adder's Kiss	+3 Nature Damage for 60 seconds	Chance to slow target for 60 seconds	—
Crow Poison	+3 Nature Damage for 60 seconds	Chance to stun target for 60 seconds	—

Fleshrot	+3 Nature Damage for 60 seconds	Chance to stun target for 60 seconds	—
Demonic Poison	+5 Spirit Damage for 60 seconds	—	—
Magebane	+5 Mana Damage for 60 seconds	—	—
Soldier's Bane	+5 Stamina Damage for 60 seconds	—	—
Concentrated Crow Poison	+6 Nature Damage for 60 seconds	Chance to stun target for 60 seconds	—
Concentrated Demonic Poison	+10 Spirit Damage for 60 seconds	—	—
Concentrated Magebane	+10 Mana Damage for 60 seconds	—	—
Concentrated Soldier's Bane	+10 Stamina Damage for 60 seconds	—	—
Quiet Death	+10 Nature Damage for 60 seconds	instantly kills weak, injured creatures	—
Reagents			
Name	**Quality #1**	**Quality #2**	**Quality #3**
Blank Runestone	For crafting runes	—	—
Blood Lotus	Used for crafting Elemental items	—	—
Deep Mushroom	Restores 10 Stamina	—	—
Elfroot	Restores 10 Health	—	—
Etching Agent	For crafting runes	—	—
Fire Crystal	+10 Fire Resistance for 60 seconds	—	—
Frostrock	+10 Cold Resistance for 60 seconds	—	—
Frozen Lightning	+10 Electricity Resistance for 60 seconds	—	—
Lifestone	+10 Nature Resistance for 60 seconds	—	—
Lyrium Dust	Restores 10 Mana	—	—
Madcap Bulb	Use for crafting Misdirection items	—	—
Rashvine Nettle	Use for crafting Dispel items	—	—
Spirit Shard	+10 Spirit Resistance for 60 seconds	—	—
Resistance Potions			
Name	**Quality #1**	**Quality #2**	**Quality #3**

Lesser Elixir of Grounding	+30 Electricity Resistance for 180 seconds	—	—
Lesser Ice Salve	+30 Cold Resistance for 180 seconds	—	—
Lesser Nature Salve	+30 Nature Resistance for 180 seconds	—	—
Lesser Spirit Balm	+30 Spirit Resistance for 180 seconds	—	—
Lesser Warmth Balm	+30 Fire Resistance for 180 seconds	—	—
Greater Elixir of Grounding	+60 Electricity Resistance for 180 seconds	—	—
Greater Ice Salve	+60 Cold Resistance for 180 seconds	—	—
Greater Nature Salve	+60 Nature Resistance for 180 seconds	—	—
Greater Spirit Balm	+60 Spirit Resistance for 180 seconds	—	—
Greater Warmth Balm	+60 Fire Resistance for 180 seconds	—	—
Stamina Draughts			
Name	**Quality #1**	**Quality #2**	**Quality #3**
Lesser Stamina Draught	Restores 50+ Stamina	Required: Warrior or Rogue	—
Stamina Draught	Restores 100+ Stamina	Required: Warrior or Rogue	—
Greater Stamina Draught	Restores 150+ Stamina	Required: Warrior or Rogue	—
Potent Stamina Draught	Restores 200+ Stamina	Required: Warrior or Rogue	—
Superb Stamina Draught	Restores 250+ Stamina	Required: Warrior or Rogue	—
Master Stamina Draught	Restores 300+ Stamina	Required: Warrior or Rogue	—
Ethereal Stamina Draught	Stamina Potion	Required: Warrior or Rogue	This exists only in the Fade
Trap Kits			
Name	**Quality #1**	**Quality #2**	**Quality #3**
Acidic Grease Trap	Movement speed reduced	Chance to slip	Constant Nature Damage

Acidic Trap	100 Nature Damage	—	—
Choking Powder Cloud Trap	Cloud remains for 20 seconds	Dazed	Movement speed reduced
Choking Powder Trap	Dazed	Movement speed reduced	—
Dispel Trap	Dispels magical effects on target	—	—
Elemental Trap	Deal elemental damage to target	—	—
Fire Trap	100 Fire Damage	—	—
Freeze Trap	100 Cold Damage	—	—
Gravity Trap	Nullifies free movement on target	—	—
Interesting Lure	Middle rank creatures are drawn to the lure	Lure disappears after being touched	—
Large Caltrop Trap	Movement speed reduced	Enemies take constant Physical Damage	—
Large Claw Trap	Immobilized	150 Physical Damage	—
Large Grease Trap	Movement speed reduced	Chance to slip	—
Large Shrapnel Trap	80 Physical Damage	—	—
Mild Choking Powder Trap	Dazed	Movement speed reduced	—
Mild Lure	Lower rank creatures are drawn to the lure	Lure disappears after being touched	—
Mild Sleeping Gas Trap	Put to sleep	—	—
Misdirection Cloud Trap	Cast Misdirection on targets in area	—	—
Overpowering Lure	Most creatures are drawn to the lure	Lure disappears 30 seconds after being touched	—
Poisoned Caltrop Trap	Movement speed reduced	Enemies take constant Physical and Nature Damage	—
Shock Trap	100 Electricity Damage	—	—
Sleeping Gas Cloud Trap	Cloud remains for 20 seconds	Put to sleep	—
Sleeping Gas Trap	Put to sleep	—	—
Small Caltrop Trap	Movement speed reduced	Enemies take constant Physical Damage	—
Small Claw Trap	Immobilized	100 Physical Damage	—
Small Grease Trap	Movement speed reduced	Chance to slip	—
Small Shrapnel Trap	60 Physical Damage	—	—

Soulrot Trap	100 Spirit Damage	—	—
Spring Trap	Chance to slip	—	—
Weapon Coatings			
Name	**Quality #1**	**Quality #2**	**Quality #3**
Acidic Coating	+2 Nature Damage for 60 seconds	Required: Poison-Making	—
Dispel Coating	Dispels magical effects	Required: Poison-Making	—
Elemental Coating	Deals elemental damage	Required: Poison-Making	—
Flame Coating	+2 Fire Damage for 60 seconds	Required: Poison-Making	—
Freezing Coating	+2 Cold Damage for 60 seconds	Required: Poison-Making	—
Shock Coating	+3 Electricity Damage for 60 seconds	Required: Poison-Making	—
Soulrot Coating	+2 Spirit Damage for 60 seconds	Required: Poison-Making	—
Misc			
Name	**Quality #1**	**Quality #2**	**Quality #3**
Dwarven Regicide Antidote	Dispels magical effects	—	—
Flawless Diamond	Worth valuable coin	—	—
Flawless Emerald	Worth valuable coin	—	—
Flawless Ruby	Worth valuable coin	—	—
Flawless Sapphire	Worth valuable coin	—	—
Formari Tome	Character gains +1 Skill point	—	—
Greater Tome of the Mortal Vessel	Character gains +2 Attribute points	—	—
Incense of Awareness	+10 Defense for 120 seconds	-10 Mental Resistance for 120 seconds	—
Rock Salve	+5 Armor for 120 seconds	+10 Physical Resistance for 120 seconds	Movement speed slowed for 120 seconds
Swift Salve	Movement speed increase for 60 seconds	Attack speed increase for 60 seconds	Aim speed increase for 60 seconds
Tome of Arcane Technique	Character gains +1 Talent point	Required: Mage	—
Tome of Ethereal Suggestion	Character gains +1 Talent point	—	—
Tome of Physical Technique	Character gains +1 Talent point	Required: Warrior or Rogue	—
Tome of Skill and Sundry	Character gains +1 Skill point	—	—
Tome of the Mortal Vessel	Character gains +1 Attribute point	—	—

Gifts

Everyone loves to receive gifts, even grumpy, never-smiling companions such as Velanna. Presenting a gift to a companion raises their approval rating, and you always want your approval rating with a companion as high as possible. Approval rating affects how the companion responds to you, including inviting you on personal quests, following your lead, or even leaving the group permanently.

Note: See the "Gifts" section of the Companions chapter for the complete rundown on gifts, approval ratings, distribution recommendations, and more.

As you journey around the land, you will find or buy gifts. Consult the gift charts here for the companion who would best benefit from the new gift you have. If you deliver the gift to the correct companion, you will gain a big approval boost for that companion. If you give the special gift to another companion, expect only a minor approval boost (after a while it will only be +1). If you don't care too much about a companion—for example, you only use Justice instead of Oghren—feel free to give that companion's gifts away to whomever you want to improve relationships with more. There are also many gifts that provide a small approval boost but can be given to any companion. You need all the gifts you can get to raise a companion's level up to 100 if you ever want to max out a companion's affection for you.

Anders			
Name	**Plot Gift or Normal**	**Found In**	**Location**
Bell Collar	Normal	Homer's Toys	Amaranthine
Engraved Silver Bracers	Normal	Pile of Bones	Kal'Hirol
Gold Earring	Normal	Knight's Corpse	Vigil's Keep Basement
Kitten	Plot	Plot Item	Eastern section of Vigil's Keep Courtyard
Knitted Scarf	Normal	Lost and Found box	Amaranthine Chantry
Phylacteries: A History Written in Blood	Normal	Books	Silverite Mine
Ser Pounce-a-lot	Plot	Inventory	Received after giving kitten to Anders
Justice			
Name	**Plot Gift or Normal**	**Found In**	**Location**
Elven Prayer for the Dead	Normal	Crate	Wending Wood
Kristoff's Locket	Normal	Pile of Rocks	Blackmarsh
Kristoff's Mementos	Normal	Chest	Crown and Lion Inn
Lyrium Ring	Plot	Chest	Kal'Hirol's Main Hall
Lyrium: The Voice of the Maker	Normal	Bookshelf	Abandoned Warehouse in Amaranthine
Verses of Dreams	Normal	Pile of Books	Vigil's Keep Throne Room
Nathaniel			
Name	**Plot Gift or Normal**	**Found In**	**Location**
Bronze Sextant	Normal	Corpse	Wending Wood
Delilah Howe's Letters	Normal	Howe Correspondence	Vigil's Keep Basement
Golden Vase	Normal	Octham's Goods	Amaranthine
Howe Bow	Plot	Bag	Vigil's Keep Basement
Locksmith's Tools	Normal	Crate	Smuggler's Cove
Whetstone	Normal	Stone Container	Kal'Hirol
Oghren			
Name	**Plot Gift or Normal**	**Found In**	**Location**
Aqua Magus	Normal	Crate	Abandoned Warehouse in Amaranthine
Dragon Piss	Normal	Crate	Hubert's Den in Amaranthine
Hirol's Lava Burst	Normal	Chest	Knotwood Hills
Mackay's Epic Single Malt	Normal	Crate	Crown and Lion Inn
Toy Horse	Plot	On the ground	Blackmarsh
West Hill Brandy	Normal	Crate	Vigil's Keep Basement
Sigrun			
Name	**Plot Gift or Normal**	**Found In**	**Location**
Potted Plant	Normal	Pot	Outside Amaranthine Chantry
Snow Globe	Normal	Glassric's Wares	Amaranthine
Soap on a Rope	Normal	Supplies	Vigil's Keep Dungeon
Spyglass	Plot	Soldier's Corpse	Silverite Mine
Toy Chariot	Normal	Toy Box	Smuggler's Cove
The Warrior's Heart	Normal	Pile of Books	Vigil's Keep Throne Room
Velanna			
Name	**Plot Gift or Normal**	**Found In**	**Location**
Blank Journal	Plot	Pile of Books	Amaranthine Chantry
Carved Greenstone	Normal	Stone Container	Trade Quarter in Kal'Hirol
Discarded Journal	Normal	Crate	Amaranthine
Elven Runestone	Normal	Pile of Rocks	Vigil's Keep Deep Roads
Ornate Silver Bowl	Normal	Pile of Filth	Blackmarsh
Shiny Malachite	Normal	Pile of Rocks	Silverite Mine

The Bestiary

Darkspawn talk. Broodmothers birth fiendish children. A more powerful dragon lurks in the ethereal regions of the Blackmarsh. In *Awakening*, more devastating monsters join the ranks of your original foes, and you'll be hard-pressed to stop the tide without a stalwart party.

As with *Dragon Age: Origins*, statistics for monsters are dynamic; they scale to the player's level. This makes for a challenging experience, because you won't run into an area that's way too easy or way too difficult; you can enjoy the gameplay right along with the story.

Tip: Monster levels scale to a party the first time they enter an area. Visit a particularly difficult area early, leave, and come back a few levels later, and your party will have a much easier time conquering the place.

The following Bestiary showcases the game's monsters, including each one's rank, class, primary stats, description, and play tips on how to avoid the monsters' attacks and how to defeat the diabolical denizens. Each creature falls in one of seven ranks. Normal is on par with the PC. Weak Normal, Critter, and One-Hit descend in power from a creature barely a challenge to the PC to a creature you can eliminate in a single stroke. On the other side, Lieutenant is a creature slightly above the PC's level, Boss is a creature meant to take on an entire party, and Elite Boss is the toughest of the tough and taking it down will require an expert party and all their skills.

Note: There are many monster variants among the creatures in the Amaranthine lands. For example, you could have a devouring skeleton or a frenzied devouring skeleton, but both are still skeletons. The basic monster type remains the same and the different monster looks do not affect your play strategy against them.

Rank Type	Monster Ranks								
Label	Health Scaling	Bonus Stat Points	Level Scaling	Damage Capability	Resistance to Various Attacks	Resistance Maximum	Loot Drops	Chance to Steal From	Stealth Detection
One-Hit Kill	Very Low	N/A	2 behind player	Very Low	Average	0	Very Low	Very High	Average
Critter	Low	N/A	3 behind player	Very Low	Average	0	Very Low	Very High	Average
Weak Normal	Fair	N/A	2 behind player	Low	Fair	25%	Low	Very High	Average
Normal	Moderate	N/A	1 behind player	Moderate	Average	50%	Fair	Moderate	Average

Player	Average	N/A	Average	Average	Average	75%	N/A	Very High	Moderate
Lieutenant	Above Average	Fair	Average	Average	Above Average	75%	Above Average	Fair	Above Average
Boss	High	Above Average	1 ahead of player	Average	High	100%	High	Low	High
Elite Boss	Very High	Very High	2 ahead of player	Very High	Very High	100%	Very High	Very Low	Very High

After each monster description, look for play tips on how to overcome the creature's abilities and how to defeat the beast. After you encounter a monster several times you'll probably know what to expect, but it's useful to study up on creatures for your first few encounters. When you want to know more about the creatures that inhabit the arling of Amaranthine, check out your codex. The first time you encounter a monster, you receive a codex entry which contains interesting and useful information for that monster. You'll learn anything from the telekinetic abilities of revenants to the factions of the darkspawn disciples.

The following chart presents monster abilities. They are grouped by type but may not be exclusive because some monsters share abilities (for example, the Dark Theurge relies on an array of electricity-based spells). In addition, the last chart contains a shared group of general abilities. Note that if a certain monster isn't on this chart, it's because it primarily uses basic attacks. Passive abilities cover general stats, resistances, and bonuses, while active abilities cover specific attacks or actions. You can generally react to active abilities either to prevent them by stunning the creature before it has a chance to follow through, or to escape the arrea of effect.

Monster Abilities

Monster	Category	Ability Name	Description
Abomination	Active	Rage	The abomination enters a rage, gaining bonuses to damage and movement speed for a short time.
	Active	Slam	The ash wraith slams its target, dealing critical damage and draining it of mana or stamina. The attack knocks the target down unless it passes a physical resistance check.
	Active	Triple Strike	The abomination strikes its target three times, dealing normal damage with each hit, and stunning on the third hit.
	Active	Whirlwind	The ash wraith creates a whirlwind around itself, dealing spirit damage to all nearby enemies and stunning them unless they pass a physical resistance check.
	Passive	Abomination Properties	The abomination has natural bonuses to strength and electricity resistance (strength +5, electricity +25).

Arcane Horror	Active	Drain	The arcane horror draws mana or stamina from all nearby enemies and deals spirit damage at the same time. It regains a fraction of the drained mana and stamina as health.
	Active	Restore	The arcane horror restores some health and mana or stamina to nearby allies, including itself.
	Active	Spirit Blast	The arcane horror shoots a blast of energy at its opponent, dealing spirit damage.
	Active	Swarm	The arcane horror forces its allies to attack the target, which is rooted in place unless it passes a physical resistance check.
	Passive	Arcane Horror Properties	The arcane horror has natural bonuses to magic, spellpower, and magic resistance (spellpower +10, magic +20, magic resistance +20).
The Architect	Active	Cataclysm	The caster summons a storm of flame and cascading rock that pelts targets with constant fire damage. Friendly fire possible.
	Active	Flare	The caster hurls a violent burst of energy at the target, inflicting fire damage.
	Active	Shivering Shot	The caster hurls an icy projectile at the target, inflicting cold damage.
	Passive	Architect Properties	Health +1,000, armor +11.
Armored Ogre	Active	Whirlwind	The ogre spins, inflicting tremendous damage to all surrounding foes.
	Passive	Armored Ogre Properties	Health +2,000, armor +35, magic resistance +15.
Ash Wraith	Active	Leap	The ash wraith leaps on its target, dealing critical damage and draining it of mana or stamina. The attack stuns the target unless it passes a physical resistance check.
Bear	Active	Overwhelm	The bear leaps upon its target, pinning it to the ground and attacking it repeatedly.
	Active	Rage	The bear becomes enraged, gaining a bonus to strength and a penalty to defense for a short time.
	Active	Slam	The bear slams the target. If the attack hits, it deals critical damage and knocks the target down unless it passes a physical resistance check.
	Passive	Bear Properties	The bear has natural bonuses to nature resistance and armor (nature resistance +50, armor +10).
Blighted Werewolf	Passive	Blighted Werewolf Properties	Health +100, armor +10, attack +5.
Charred Sylvan	Active	Rage	The sylvan enters a rage, giving itself a bonus to damage for a short time and waking up other nearby sylvans. If the sylvan is a boss-level creature, it also generates an insect swarm that inflicts damage over time and penalties to attack, defense, and movement speed.
	Active	Roots	The sylvan snares nearby targets with its roots, immobilizing them and dealing physical damage for a short time. Friendly fire possible.

	Active	Stomp	The sylvan stomps, damaging nearby targets and knocking them down. Friendly fire possible.
	Passive	Wild Sylvan Properties	The sylvan has natural bonuses to armor and health, but a large penalty to fire resistance (armor +5, health +25, fire -50).
The Children	Active	Capricious Demise	If the childer dies while this mode is active, it detonates, inflicting significant nature damage to all nearby enemies.
	Active	Leap	The creature jumps to a targeted location.
	Active	Sprout	While this mode is active, the childer grub morphs into a more aggressive hatchling.
	Active	Metamorphosis	The childer hatchling morphs into a more aggressive adult.
	Active	Overwhelm	The childer leaps upon its target, pinning it to the ground and attacking it repeatedly. With each successful attack, the childer gains health.
	Active	Pincer Flurry	The childer begins a furious series of attacks that inflict increasing damage with each consecutive hit.
	Active	Spit	The childer spits acid at the target, inflicting nature damage.
	Active	Virulent Burst	The childer snaps its arms out, splashing surrounding enemies with mucus that causes nature damage over time, inflicts a penalty to movement speed, and knocks foes down unless they pass a physical resistance check.
	Passive	Childer Properties	Health +150, magic resistance +10.
Corpse	Passive	Cold Affinity	This creature has a large natural bonus to cold resistance, but a penalty to fire resistance (cold resistance +75, fire resistance -25).
The Dark Theurge	Active	Lightning Spells	The Dark Theurge relies on its many electricity-based spells to hamper a party.
Deepstalker	Active	Acid Spit	The stalker spits at its target, dealing nature damage for a short time and possibly stunning the opponent.
	Active	Overwhelm	The stalker leaps upon its target, pinning it to the ground and attacking it repeatedly.
	Active	Scare	The stalker scares its target, giving it a penalty to attack for a short time.
	Active	Slowing Spit	The stalker spits at its target, giving the target an attack penalty for a short time and slowing its movement rate unless it passes a physical resistance check.
Desire Demon	Active	Cursed Dance	The desire demon inflicts a curse on all nearby enemies. Females are knocked down and take penalties to all resistances. Males cannot heal for a time. Enemies also take spirit damage for a time and fall asleep unless they pass a mental resistance check.
	Active	Scream	The desire demon lets out a horrible scream, dealing spirit damage to all nearby enemies and stunning them for a short time unless they pass a mental resistance check.
Disciple	Active	Cimmerian Might	For as long as this mode is active, the disciple gains a bonus to damage.
	Active	Cimmerian Shield	For as long as this mode is active, the disciple gains a bonus to armor, although it becomes more vulnerable to damage from magic.
	Active	Wraithwall	For as long as this mode is active, the disciple gains bonuses to fire, cold, electricity, nature, and spirit resistance, but becomes more vulnerable to physical damage.

	Passive	Disciple Properties	Health +400, armor +10, magic resistance +10.
Dragon Thrall	Active	Buffet	The dragon flaps its wings, dealing physical damage to targets in the area and knocking them back. Friendly fire possible.
	Active	Flame Breath	The dragon breathes flame, dealing major fire damage to all targets in the area.
	Active	Overwhelm	The dragon leaps upon its target, pinning it to the ground and attacking it repeatedly.
	Active	Rake	The dragon rakes its opponent, dealing critical damage and knocking it down.
	Active	Roar	The dragon lets out a fearsome roar, stunning enemies within range and giving them a penalty to attack and defense for a short time.
	Active	Shred	The dragon shreds a target, dealing normal damage on each hit, but penetrating armor easily.
	Active	Slap	The dragon slaps with its tail, dealing normal damage to targets in the area and knocking them down. Friendly fire possible.
	Passive	Dragon Properties	The dragon has a large natural bonus to fire resistance (fire resistance +90, armor +5).
Dragonling	Active	Flame Breath	The dragonling breathes flame, dealing fire damage to enemies in the area and making them burn for a short time. Friendly fire possible.
Genlock	Passive	Genlock Properties	Magic resistance +5, mental resistance +3.
Ghoul	Passive	Unholy Swarm	Ghouls try to swarm around their target to increase flanking damage.
High Dragon	Active	Buffet	The high dragon flaps its wings, dealing physical damage to all targets in the area and knocking them back. Friendly fire possible.
	Active	Dragon Breath	The high dragon breathes fire, dealing major fire damage to all targets in the area. Friendly fire possible.
	Active	Fire Spit	The high dragon spits a ball of fire, which explodes violently. All targets in the area take fire damage and burn for a short time. Friendly fire possible.
	Active	Grab	The high dragon grabs a target and strikes it repeatedly, dealing normal damage with each hit.
	Active	Roar	The high dragon lets out a fearsome roar, stunning targets within range and giving them a penalty to attack and defense for a short time. Friendly fire possible.
	Active	Slap	The high dragon slaps with its tail, dealing normal damage to targets in the area and knocking them down. Friendly fire possible.
	Active	Sweep	The high dragon sweeps the area around it, hitting all targets in the area and knocking them down. Friendly fire possible.
	Passive	High Dragon Properties	Armor +10.
Hurlock	Passive	Hurlock Properties	Cold resistance +5, spirit resistance +5, +1% evasion.
Inferno	Active	Ignite	The golem becomes engulfed in flame, dealing fire damage to all enemies in the area.

Golem	Active	Searing Quake	The golem slams the ground three times, dealing continual fire damage to all nearby creatures and stunning them unless they pass a physical resistance check. Friendly fire possible.
	Active	Searing Slam	The golem slams the target. If the attack hits, it deals significant fire damage and knocks the target down.
The Mother	Active	Animus Lash	The broodmother whips her tentacle in a wide arc, damaging all nearby creatures and knocking them down unless they pass a physical resistance check. Friendly fire possible.
	Active	Grab	The broodmother grabs a target with her tentacle and crushes it repeatedly, dealing normal damage with each hit.
	Active	Rotting Gas	The broodmother unleashes her built-up intestinal gasses on nearby targets, inflicting nature damage for the duration the cloud persists. Friendly fire possible.
	Active	Scream	The broodmother lets out a horrible scream. Nearby targets are knocked off their feet, while those farther away are stunned and those farther still are merely disoriented. Friendly fire possible.
	Active	Slam	The broodmother slams out her tentacles, dealing normal damage to targets in the area and knocking them off their feet unless they pass a physical resistance check. Friendly fire possible.
	Active	Spit	The broodmother spits acid at its target, dealing nature damage.
	Active	Sweep	The broodmother lashes out, dealing normal damage and knocking down or stunning targets in the area. Friendly fire possible.
	Active	Tentacle Ward	For as long as this mode is active, the broodmother's tentacle curls into a defensive position, granting it a significant bonus to armor and a chance to resist hostile magic.
	Active	Vomit	The broodmother spews vomit and bile, dealing nature damage to all targets in the area. Friendly fire possible.
	Passive	Broodmother Properties	The broodmother has large natural bonuses to mental resistance, nature resistance, and armor (mental resistance +75, nature damage resistance +75, armor +2).
	Passive	The Mother Properties	Health +1,000, armor +10.
The Mother's Tentacles	Passive	Tentacle Properties	Health +750, armor +10, magic resistance +10.
Ogre	Active	Grab	The ogre picks up its opponent, striking it repeatedly for normal damage while holding it in the air.
	Active	Hurl	The ogre hurls a rock at the target, damaging all nearby targets and knocking them down unless they pass a physical resistance check. Friendly fire possible.
	Active	Ram	The ogre gores its opponent with its horns, knocking the target off its feet and dealing critical damage unless it passes a physical resistance check.

	Active	Stomp	The ogre slams the ground, sending out a shockwave. Targets in the area take physical damage and are knocked off their feet unless they pass a physical resistance check. Friendly fire possible.
	Active	Sweep	The ogre slams its target with both fists, knocking the enemy down and dealing critical damage unless the target passes a physical resistance check.
	Passive	Ogre Properties	Cold resistance +20, magic resistance +10. Ogres can only have one of the two possible passive ability sets.
	Passive	Ogre Properties 2	Spirit resistance +15, damage + 1. Ogres can only have one of the two possible passive ability sets.
Pride Demon	Active	Drain	The demon grabs a target, creating a sinister bond that drains the target's life energy to heal the demon.
	Active	Fire Blast	An explosion of flame bursts from the pride demon, doing fire damage to all nearby enemies and causing them to burn for a short time. Enemies are knocked back unless they pass physical resistance check.
	Active	Fire Bolt	The pride demon shoots a bolt of fire at a target, inflicting fire damage and causing it to burn for a short time.
	Active	Frost Bolt	The pride demon shoots a bolt of frost at an opponent, doing cold damage and freezing it solid unless it passes a physical resistance check.
	Active	Frost Burst	An explosion of frost bursts from the pride demon, doing cold damage to all nearby enemies, who are frozen solid for a short time unless they pass a physical resistance check.
	Active	Mana Wave	An explosion of mana bursts from the pride demon, dispelling all effects from opponents in the area and draining them of their mana or stamina.
	Active	Shockwave	The demon slams the ground, creating a linear shockwave that deals normal damage to all creatures in the area and knocks them off their feet unless they pass a physical resistance check. Friendly fire possible.
	Passive	Pride Demon Properties	The pride demon has natural bonuses to mana regeneration, spellpower, and armor (mana combat regen +1, spellpower +5, armor +5).
Queen of the Blackmarsh	Active	Lightning Breath	The dragon breathes lightning, dealing major electrical damage to all targets in the area. Friendly fire possible.
	Active	Lightning Spit	The dragon spits a ball of lightning that explodes violently. All creatures in the area take electrical damage for a short time. Friendly fire possible.
	Passive	Fade Dragon Properties	Health +5,000.
	Passive	Regen Properties	Displacement +10, armor +40, magic resistance +50.

Rage Demon	Active	Fire Bolt	The rage demon shoots a bolt of fire at a target, inflicting fire damage and causing it to burn for a short time.
	Active	Fire Burst	The rage demon creates a burst of lava at a targeted location. Targets in the area take fire damage for a short time. Friendly fire possible.
	Active	Slam	The rage demon slams an opponent, dealing critical damage, which ignores a portion of its armor.
Revenant	Active	Double Strike	The revenant strikes nearby targets twice. If the attacks hit, they deal less than normal damage. Friendly fire possible.
	Active	Mass Pull	The revenant draws all nearby enemies into melee range.
	Active	Pull	The revenant draws the target into melee range.
	Passive	Revenant Properties	The revenant has natural bonuses to mental resistance, stamina regeneration, and armor (mental resistance +75, stamina regeneration +1, armor +2).
Shriek	Active	Frenzy	The shriek strikes at its opponent four times in a frenzy, dealing normal damage each time.
	Active	Leap	The shriek leaps on its target, dealing normal damage and knocking the target down unless it passes a physical resistance check.
	Active	Overwhelm	The shriek leaps upon its target, pinning it to the ground and attacking it repeatedly.
	Active	Terrorize	The shriek wails, dealing spirit damage to nearby enemies and stunning them unless they pass a mental resistance check. Werewolves within the area are enraged, gaining a bonus to damage for a short time.
Skeleton	Passive	Rise from the Grave	Skeletons frequently lie on the ground as inert bones until enemies pass over them and then they rise up to ambush an unsuspecting party.
Spider	Active	Overwhelm	The spider leaps upon its target, pinning it to the ground and attacking it repeatedly.
	Active	Web	The spider fires a web at the target, immobilizing it for a short time.
	Passive	Spider Properties	The spider has a large natural bonus to nature resistance (nature resistance +75, fire resistance -10).
Steel Golem	Passive	Steel Golem Properties	The steel golem has large natural bonuses to electrical and cold resistance (electrical and cold resistance +50).
Stone Golem	Passive	Stone Golem Properties	The stone golem has large natural bonuses to fire resistance and cold resistance (fire and cold resistance +50).
Wild Sylvan	Active	Rage	The sylvan enters a rage, giving itself a bonus to damage for a short time and waking up other nearby sylvans. If the sylvan is a boss-level creature, it also generates an insect swarm that inflicts damage over time and penalties to attack, defense, and movement speed.
	Active	Roots	The sylvan snares nearby targets with its roots, immobilizing them and dealing physical damage for a short time. Friendly fire possible.
	Active	Stomp	The sylvan stomps, damaging nearby targets and knocking them down. Friendly fire possible.

	Passive	Wild Sylvan Properties	The sylvan has natural bonuses to armor and health, but a large penalty to fire resistance (armor +5, health +25, fire resistance -50).
Wisp	Active	Lightning Strike	The wisp fires a bolt of lightning at its target, dealing a small amount of electrical damage.
	Passive	Wisp Properties	The wisp has natural bonuses to armor and defense, but a penalty to health (armor +3, defense +10, health -20).
Wolf	Passive	Flank Attack	Wolves like to hunt in packs and surround their victims for easier attacks.

The Toughest of the Tough

You know when you see a red bar above your foe's name that it's going to be a long battle. Any boss-ranked creatures receive a bonus of 2,000 health while elite boss-ranked creatures receive a bonus of 5,000 health.

Shared Abilities

Monster Type	Category	Ability Name	Description
Darkspawn	Passive	Darkspawn Resistances	Darkspawn have a natural bonus to nature resistance, but a penalty to fire resistance. (fire resistance -15, nature resistance +25, attack +7 [off set all weapons giving -10 to attack])
Demon	Passive	Demon Properties	The demon has natural bonuses to spellpower, armor, and health regeneration (spellpower +5, armor +5, health regeneration in combat +1).
	Passive	Demon Resistances	The demon has a large natural bonus to fire resistance (fire resistance +50, spirit resistance +5).
Golem	Active	Hurl	The golem hurls a rock at the target, damaging all nearby targets and knocking them down unless they pass a physical resistance check. Friendly fire possible.
	Active	Lightning Burst	The golem unleashes a burst of energy at the target, dealing electrical damage to all enemies in the area.
	Active	Quake	The golem slams the ground three times, dealing damage to all nearby targets and stunning them unless they pass a physical resistance check. Friendly fire possible.
	Active	Slam	The golem slams the target. If the attack hits, it deals critical damage and knocks the target down.
	Passive	Golem Properties	The golem has natural bonuses to physical resistance and armor, but a penalty to defense (physical resistance +50, armor +10, defense -10).
Select Monsters	Active	Aura of Corruption	The creature radiates a damaging aura to opponents in a small radius.
	Active	Aura of Fire	An aura of flame surrounds the creature. Enemies within the aura take continuous fire damage until they leave the area.
	Active	Aura of Healing	The creature is surrounded by an aura that heals allies continuously until they leave the area.
	Active	Aura of Weakness	An aura of draining energy surrounds the creature. Enemies within the aura suffer penalties to attack and defense until they leave the area, as well as a penalty to movement speed unless they pass a physical resistance check.
	Active	Corruption Burst	A burst of corrupted energy emanates from the creature. All opponents within the area affected take spirit damage for a short time and suffer a penalty to attack.
	Active	Paralyze	The creature paralyzes its foe for a short time.
	Active	Poison Spit	The creature spits poison on its target, dealing nature damage for a short time.
	Active	Shred	The creature cuts through an opponent with a sharp melee attack.

Monster List

Arcane Horror



Rank: Boss

Class: Monster—Spellcaster

Prime Location: Wending Wood

Special Abilities: Drain, Restore, Spirit Blast, Swarm

Description: An arcane horror is a skeleton possessed by a pride demon.

Play Tips: Interrupt an arcane horror's casting as much as possible. Up close, abilities such as Dirty Fighting and Mind Blast work great. At range, Paralyze, Pinning Shot, or Scattershot can break the thing's concentration.

Attributes

Strength: **Meager**

Dexterity: **Moderate**

Willpower: **Superior**

Magic: **Superior**

Cunning: **High**

Constitution: **Meager**

The Architect



Rank: Elite Boss

Class: Monster—Tank and Monster—Spellcaster

Prime Location: Drake's Fall

Special Abilities: Cataclysm, Flare, Shivering Shot, Spells (including Hand of Winter, Mind Blast, Chain Lightning, Glyph of Neutralization, Misdirection Hex, Affliction Hex, Drain Life)

Description: One of the two main villains of Awakening, he's the first sentient, reasoning darkspawn and he's discovered a technique to bring sentience to other darkspawn, which involves drinking Grey Warden blood. He leads one branch of the darkspawn terrorizing Amaranthine.

Play Tips: When you enter Drake's Fall as you hunt down the Mother, you meet the Architect face to face. You can choose to side with him (and gain some aid in the final battle against the Mother) or slay him for all the atrocities he's committed against humanity. See the "Lair of the Mother" walkthrough for complete details and strategy tips.

Attributes

Strength: **Very High**

Dexterity: **High**

Willpower: **High**

Magic: **Very High**

Cunning: **High**

Constitution: **High**

Ash Wraith



Rank: Lieutenant

Class: Monster—Spirit

Prime Location: Baroness's Manor in Blackmarsh Undying

Special Abilities: Leap

Description: A wraith is a powerful version of a shade, a spirit that has entered the physical world but does not possess a physical body. In the case of the ash wraith, the spirit has formed

a quasi-material body for itself out of ashes (usually the ashes of burnt corpses, but not necessarily). This allows it to interact with and affect the physical world, but the wraith is not dependent on the ashes to survive. If wounded, it can disperse at will and reform later. Such wraiths occasionally use other materials to form their physical bodies such as bones, mold, and even blood.

Play Tips: Watch out for rear or flank attacks, as these creatures can materialize behind or on your side. High spirit resistance will reduce the damage taken from the wraith's main attacks.

Attributes

Strength: **Very High**

Dexterity: **Very High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Bear



Rank: Normal (black bear) or Lieutenant (great bear)

Class: Monster—Tank

Prime Location: Knotwood Hills

Special Abilities: Overwhelm, Rage, Slam

Description: Bears live in forests, often near settlements. They are known for breaking into cabins and stealing food. A particularly territorial bereskarn guards the area near the entrance to the Knotwood Hills.

Play Tips: Any bear form is vulnerable to magic, so mages deliver serious damage. The mage's Shapeshifter specialization transforms the caster into a bear, so you can experience its abilities firsthand.

Attributes

Strength: **Very High**

Dexterity: **High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Bereskarn

The bereskarn variant is a lieutenant with twice as much health as the average PC.

Black Bear

Most bears you meet will be the more common black bear variety.

Great Bear

The great bear variant is a more formidable adversary, with lots more health, deadlier claws, and an Overwhelm ability.

Blighted Werewolf



Rank: Normal

Class: Warrior (Monster—Tank)

Prime Location: Blackmarsh

Special Abilities: Leap, Frenzy, Overwhelm, Terrorize

Description: Fereldan lore is full of stories of wolves possessed by rage demons with incredible speed and strength. The ability of dogs to detect werewolves even in their human guise is what first led Fereldans to adopt dogs as indispensable companions in every farmhold. Blighted werewolves have become infected with the darkspawn taint.

Play Tips: Werewolves are very fast and some use stealth. At least one point in Survival will help drastically in detecting werewolves on your mini-map before they are on you.

Attributes

Strength: **High**

Dexterity: **High**

Willpower: **High**

Magic: **Low**

Cunning: **Low**

Constitution: **High**

Blighted Shadow Wolf

These wolves use stealth to go invisible and sneak up on the unsuspecting. They inflict higher damage than the normal blighted werewolf.

The Children



Rank: Critter (grub), Normal (hatchling) or Lieutenant (adult)

Class: Warrior (Monster—Tank)

Prime Locations: Blackmarsh, Blackmarsh Undying, Dragonbone Wastes, Drake's Fall, Kal'Hirol, Vigil's Keep

Special Abilities: Capricious Demise, Leap, Metamorphosis, Overwhelm, Pincer Flurry, Spit, Sprout, Virulent Burst

Description: Larval darkspawn born to a broodmother awakened from the "hive mind" of other darkspawn, they are darkspawn children gone wrong.

Play Tips: Identify your childer target and plan accordingly. If you see grubs, expect a swarm attack against the party. Hatchlings will enter melee to use their special abilities effectively. Adults need a tank on them and the full efforts of a party to spill their guts.

Attributes

Strength: **High**

Dexterity: **High**

Willpower: **High**

Magic: **Low**

Cunning: **Low**

Constitution: **High**

Alpha Childer

The highest ranked childer of a particular type.

Childer Grub

The smallest of the childers, and only really dangerous in swarms.

Childer Hatchling

An average childer that appears frequently.

Adult Childer

Powerful boss versions of childers.

Corpse



Rank: Normal

Class: Monster—Tank

Prime Location: Shadowy Crypt

Special Abilities: Cold Affinity

Description: Weaker demons crossing over from the Fade may be able to possess a living target. Unable to distinguish that which was once living from that which still is, they sometimes end up in a corpse instead.

Play Tips: Beware of dead bodies strewn upon the ground. Frequently, what appears as the grisly remnants of a massacre is actually an ambush by the various corpse forms.

Attributes

Strength: **Very High**

Dexterity: **High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Desiccated Shambling Corpse

More powerful version of the normal shambling corpse.

Devouring Corpse

Devouring corpses are corpses possessed by a hunger demon. These attempt to feed on living victims as quickly as possible.

Enraged Corpse

Enraged corpses are corpses possessed by a rage demon. These go berserk and simply wade into opponents mindlessly.

Shambling Corpse

Shambling corpses are corpses possessed by a sloth demon. These cause enemies to become weak and fatigued.

The Dark Theurge



Rank: Boss

Class: Monster—Tank

Prime Locations: Vigil's Keep

Special Abilities: Aura of Weakness, Mana Clash, Leap, Slam, Spells (including Chain Lightning, Shock, Lightning, Arcane Bolt, Stone Fist, Misdirection Hex, Drain Life, Disorient, Horror)

Description: This spirit still haunts a series of caves beneath Vigil's Keep. It was once a villain of an Avvar tribe that previously inhabited the area. When you stumble upon it in the basement, you release the spirit, which persistently attacks you in many ways before it can finally be dispersed.

Play Tips: To complete the quest beneath Vigil's Keep, you have no choice but to release the Dark Theurge. For complete details and combat strategies see the "It Comes from Beneath" and "Sealing the Great Barrier Doors" side quests.

Attributes

Strength: **Very High**

Dexterity: **High**

Willpower: **Above Average**

Magic: **High**

Cunning: **Low**

Constitution: **Very High**

Deepstalker



Rank: Critter or Normal

Class: Monster—Agile

Prime Location: Kal'Hirol

Special Abilities: Acid Spit, Overwhelm, Scare, Slowing Spit

Description: This bizarre creature evolved in the deep caverns beneath the dwarven cities. When rolled up, the creature resembles a large rock; stalkers often look like boulders strewn through the dwarven tunnels. Once prey approaches, they unroll and leap at their victims.

Play Tips: Deepstalkers hunt in packs. If you see one, others are nearby ready to pounce. Try to spot the large group and raze them with AoE damage.

Attributes

Strength: **Very High**

Dexterity: **Very High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **High**

Deepstalker Leader

The leader ranks as normal with slightly higher attack and defense values.

Deepstalker Spitter

The spitter has a ranged poison attack. Where other deepstalkers charge into melee, this one will hang back and spit, then engage.

Desire Demon



Rank: Lieutenant

Class: Monster—Balanced Mental

Prime Location: Blackmarsh Undying

Special Abilities: Cursed Dance, Scream

Description: Of all the threats from beyond the Veil, few are more insidious and deceptively deadly than the desire demon. In popular folklore, such demons are characterized most commonly as peddlers of lust, luring their prey into a sexual encounter where they are slain at the culmination. While a desire demon can indeed deal in pleasure, in truth they deal with any manner of desire that humans can possess: wealth, power, and beauty to name a few. Far more intelligent than the bestial hunger and rage demons, and more ambitious than the demons of sloth, these dark spirits are among the greatest at tempting mages into possession. Many who serve the whims of a desire demon never realize it. They are manipulated by illusions and deceit if not through mind control, though these demons are reluctant to resort to such crude measures. Instead, they seem to take great pleasure in corruption. The greater the deceit, the greater their victory.

Play Tips: Desire demons in the Blackmarsh Undying work together as a cabal of three. Because they are intent on their unholy ceremony, drop a strong, continuous AoE attack on them and wait for the wounded desire demons to come to you for the rest of their punishment.

Attributes

Strength: **Meager**

Dexterity: **Moderate**

Willpower: **Very High**

Magic: **Very High**

Cunning: **Very High**

Constitution: **Meager**

The Disciples



Rank: Boss (Alpha or Emissary) or Lieutenant (Heretic)

Class: Warrior (Monster—Tank) or Mage (Monster—Spellcaster)

Prime Locations: Various

Special Abilities: See "Disciples' Special Abilities" chart

Description: The Architect awakened other darkspawn from their former "hive minds." These are known as the disciples. They're stronger, powerful warriors and mages. Some, however, were infuriated with the Architect for freeing them, so they joined sides with the Mother.

Play Tips: You face off against many of the disciples, such as the Withered and the Lost, as bosses at the end of major quests. See the individual walkthrough chapters for more details and strategy tips.

Attributes

Strength: **High**

Dexterity: **High**

Willpower: **High**

Magic: **High**

Cunning: **Low**

Constitution: **High**

Alpha

These disciples rely on melee weapons to deal high damage.

Emissary

Battlemages make up this segment of the disciples.

Heretic

Though only lieutenants, these disciples generally travel in groups and can be warriors or archers.

Dragon



Rank: Lieutenant

Class: Monster—Balanced Physical

Prime Locations: Dragonbone Wastes, Silverite Mine

Special Abilities: Buffet, Fire Spit, Flame Breath, Grab, Overwhelm, Rake, Roar, Shred, Slap, Sweep

Description: At about 100 years of age, female dragonlings undergo a metamorphosis, darkening in color and growing wings. After their wings grow, these dragon females become very adventurous, traveling long distances from their original hatching grounds and feeding widely on wild beasts and livestock as they range out to find their own burrows. Human encounters happen most often with these nomadic adult females. Adult dragons are the most aggressive and commonly seen; however, while deadly, they are not regarded with the awe usually reserved for high dragons.

Play Tips: Everyone stand back except the tank. Send your tank in to pull as much threat as possible. When the dragon gets angry enough to unload its fire breath on the tank, have a mage cast Force Field to shield the tank for the duration of the attack. Everyone else unloads high-powered damage on the dragon while it concentrates on the invulnerable tank.

Attributes

Strength: **Very High**

Dexterity: **Very High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Dragon Thrall

In the depths of the Silverite Mine, the Architect nurtures two dragon thralls in his arena to test the mettle of adventurers such as yourself. The new red dragons are more fearsome than dragonlings, but not as powerful as a high dragon.

Dragonling

Baby dragons of both genders hatch from eggs into dragonlings, which are roughly the size of a deer. These dragonlings are wingless and slender and are born in vast numbers because they are still very vulnerable to predation. The dragonlings stay for a short time in their mothers' lairs, then venture out into the world where they spend several decades in their small, vulnerable state.

High Dragon

Any dragon is a formidable adversary, but a high dragon is even more: an elite boss. High dragons are adult female dragons, the mountainous classic dragons into which the dragons mature. Relatively few dragons survive to this stage of adulthood. When they do, they take possession of a burrow (either an abandoned tunnel complex that they further hollow out, or the lair of another high dragon that they challenge and displace). The high dragons then spend most of their time sleeping and mating, living off the prey that their drakes hunt and bring back. A high dragon guards the entrance to Drake's Fall in the Dragonbone Wastes.

Drake



Rank: Lieutenant

Class: Monster—Balanced Physical

Prime Location: Silverite Mine

Special Abilities: Flame Breath, Overwhelm, Rake, Roar, Shred, Slap

Description: At about 50 years of age, male dragonlings undergo a metamorphosis, as the skin of their forelimbs stretches and grows into wings, leaving them with no separate forelegs.

These drakes immediately begin searching for mates, seeking out the lairs of adult female high dragons (which are many times larger). When they find high dragon mates, drakes move into the female's lair and spend the rest of their lives there, emerging only to hunt and bring food back for the female and dragonlings. For any given high dragon, usually a dozen or so drakes live in her lair and fight among themselves for the right to mate. If the high dragon or dragonlings are attacked, the drakes defend the lair. Drakes live only about 100 years, and often much less when the casualties of combat are considered.

Play Tips: Drakes guard the hurlock dragon-tamer if you try to complete the "Last Wishes" side quest. Many fine pieces of fire-resistant armor are made from the scales you find from these creatures.

Attributes

Strength: **Very High**

Dexterity: **Very High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Genlock



Rank: Normal (normal genlock) or Lieutenant (alphas and emissaries)

Class: Default or Ranged (for archers)Warrior (Monster—Tank), Monster—Spellcaster (for emissaries)

Prime Location: Anywhere

Special Abilities: Alpha (Dual Wield), Emissary (see "Genlock Special Abilities" chart)

Description: Genlocks originate from dwarven broodmothers and are the most numerous of all the darkspawn. They have stocky dwarven bodies and a robust appearance. Their skin is pale white or yellow, and their heads are large and bald, with sunken eyes and cheeks. Genlocks have both the strength and hardiness of their dwarven origins and are difficult to kill.

They also commonly possess the dwarven resistance to magic, though this trait is strongest in alpha and emissary genlocks.

Play Tips: Load up on silverite runes if you know you're about to battle darkspawn. Even a novice silverite rune grants +1 damage against the fiends, and a grandmaster silverite rune gives +5!

Attributes

Strength: **Very High**

Dexterity: **High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Genlock Alpha

Alphas are more cunning versions of the base genlock and have higher magic resistance. They are ranked as lieutenants and can dual wield.

Genlock Emissary

Genlock emissaries are the most intelligent genlocks and have the highest magic resistance. They are ranked as lieutenants.

Ghoul



Rank: Lieutenant

Class: Monster—High Damage

Prime Location: Vigil's Keep Basement

Special Abilities: Unholy Swarm

Description: A ghoul is a man or woman twisted and corrupted by the darkspawn taint. They differ from regular darkspawn in that they are not born from broodmothers. Adria the Ghoul leads a swarm of them in the basement of Vigil's Keep.

Play Tips: Invest in cold iron runes. A novice cold iron rune grants +1 against ghouls while a grandmaster cold iron rune grants a +5 against ghouls.

Attributes

Strength: **Very High**

Dexterity: **High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Golem



Rank: Lieutenant

Class: Monster—Tank

Prime Location: Kal'Hirol

Special Abilities: Hurl, Quake, Slam

Description: Dwarves built golems, creatures of hewn stone or sheets of metal animated with a spark of lyrium. They were once a crucial part of Orzammar's defenses, but the secret to their manufacture was lost over 1,000 years ago. What few golems remain are guarded closely by the Shaperate of Golems, and only brought out when the battle with the darkspawn grows desperate enough to risk their loss. No one now would sell a golem for any price, but in ancient times, dwarves sold many golems to the magister lords of the Tevinter Imperium. A magical, not mechanical, process animates the golem, making it more of a living "iron/stone creature."

Play Tips: The warrior's Shattering Blows talent increases damage against golems and other constructs. A warrior heading into Kal'Hirol might be wise to spend a few points in the Two-Handed school.

Attributes

Strength: **Very High**

Dexterity: **High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Inferno Golem

In addition to a large increase to armor and health, the giant inferno golem uses the abilities Ignite, Searing Quake, and Searing Slam.

Steel Golem

The steel golem has large natural bonuses to electrical resistance (+50) and cold resistance (+50).

Stone Golem

The stone golem has large natural bonuses to fire resistance (+50) and cold resistance (+50).

Hunger Demon



Rank: Lieutenant

Class: Monster—Spellcaster

Prime Location: Blackmarsh Undying

Special Abilities: Abomination Rage, Abomination Triple Strike

Description: When the Lonely Soul appears, she seems like an innocent and frightened young woman, and runs off into the Shadow Crypt. When you follow her, you discover that she's a hunger demon in disguise.

Play Tips: In the "A Maiden in Distress" side quest inside the Fade, you meet a hunger demon in the form of the Lonely Soul. It's surrounded by putrid devouring corpses. Lock your tank

warrior on the hunger demon while the rest of the party kills off the corpses. When you have no corpses to hack, concentrate all your efforts on the hunger demon.

Attributes

Strength: **Meager**

Dexterity: **Moderate**

Willpower: **Very High**

Magic: **Very High**

Cunning: **High**

Constitution: **Moderate**

Hurlock



Rank: Normal (normal hurlock) or Lieutenant (alphas and emissaries)

Class: Warrior (Monster—Tank)

Prime Location: Anywhere

Special Abilities: See "Hurlock Special Abilities" chart

Description: Hurlocks originate from human broodmothers. Muscular and tough, they are the most common foot soldiers of the darkspawn during a Blight. They are the shock troops of the darkspawn and often form the strongest part of their armies, wielding primitive swords and axes and wearing patchwork armor. Hurlock skin ranges from pale white to dark brown; there is generally a lot of variance, and most do not possess hair (it is always black in those who do). Hurlocks consider themselves superior to other darkspawn races, treating them roughly and adorning themselves in crudely carved tattoos to keep track of kills and deeds.

Play Tips: Identify hurlocks as soon as a fight ensues. Emissaries are your immediate priority. Alphas can be trouble, but you'll probably want to eliminate the regular hurlocks first to reduce the numbers against you.

Attributes

Strength: **High**

Dexterity: **High**

Willpower: **High**

Magic: **Low**

Cunning: **Low**

Constitution: **High**

Hurlock Alpha

Darkspawn hatched by a broodmother have to fight among themselves for food during the first month of life; usually, a tenth to a quarter of the litter will survive. Occasionally one will prove stronger than the rest of its siblings and be the only one remaining at the end of the month. This is indicative of a superior version of the race and it will be known as an "alpha." Alphas are generally taller, stronger, and much more intelligent than others of their kind. They will be the commanders and generals who direct the others in combat and are intelligent enough to direct the slavery of humanoid races in lands they conquer. As lieutenants, they act as warriors with the Weapon and Shield and Two-Handed talents.

Hurlock Emissary

Very few alphas have proven themselves to be not only incredibly intelligent, but also naturally gifted with arcane abilities akin to blood magic in their effects. These few are known as "emissaries." Darkspawn armies are fairly disorganized, but the different races usually group together (genlocks with genlocks, hurlocks with hurlocks, etc.).

Hurlock Guardian

This tough warrior hurlock shows up in the siege of Amaranthine, and attempts to ambush you outside the Chantry.

Hurlock Sniper

These ranged DPS hurlocks show up in the siege of Amaranthine, and attempt to ambush you outside the Chantry.

The Mother



Rank: Elite Boss

Class: Monster—High Damage

Prime Locations: The Nest

Special Abilities: Animus Lash, Tentacle Ward, Scream, Rotting Gas, Vomit, Sweep, Spit, Slam, Glyph of Neutralization, Stinging Swarm, Chain Lightning

Description: The Mother was a young human woman infected with the Blight and transformed into a monstrous creature built only for birthing darkspawn. Her mind was subsumed by her dark impulses—but when the Architect freed her from those impulses, she regained a bit of her identity...only to discover that she was now a tormented, hideous creature twisted by corruption. She went insane. Now she is a creature of chaos, a gibbering mad monster determined to be queen of the darkspawn so that she can destroy herself and the world along with her.

Play Tips: Your final battle will be against the Mother. For complete details on this epic encounter see the "Lair of the Mother" walkthrough chapter.

Attributes

Strength: **Very High**

Dexterity: **Low**

Willpower: **Very High**

Magic: **Very High**

Cunning: **High**

Constitution: **Very High**

Ogre



Rank: Lieutenant or Normal

Class: Monster—High Damage

Prime Location: Anywhere

Special Abilities: Grab, Hurl, Ram, Stomp, Sweep, Whirlwind

Description: Ogres originate from qunari broodmothers; they are rare, but growing in number. They are massive: taller and broader than even hurlock alphas, with dark, rough-colored skin covered in patches of thick fur. They possess huge, curved horns and are said to charge their enemies like bulls, slamming into them with devastating effect: they can even barrel through thick stone walls.

Play Tips: Avoid the ogre's long reach: an ogre can grab and choke the life out of you. If an ogre grabs a companion, stun it with attacks like shield bash to break its hold.

Attributes

Strength: **Very High**

Dexterity: **High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Armored Ogre

A fully geared ogre is a much more dangerous foe. The armored ogre has an extra 2,000 health, +35 armor, and +15 magic resistance. An armored ogre can also spin to inflict tremendous damage to all surrounding foes.

Pride Demon



Rank: Boss (lesser is ranked Lieutenant)

Class: Monster—High Damage

Prime Location: Blackmarsh

Special Abilities: Drain, Fire Blast, Fire Bolt, Frost Bolt, Frost Burst, Mana Wave, Shockwave

Description: Demons can exist in both the real world (through possession) and in the Fade. Demons spend their time searching out new territory and pushing their boundaries. For this reason, they are the Fade dwellers most commonly seen in the mortal realm. While in the

Fade, demons rail at a sleeper, forcing him into dark realms of nightmare where the demons feed off the negative energy created by his fear. The demons are, in order of increasing power and intelligence: rage, hunger, sloth, desire, and pride. Greater pride demons are bosses, while lesser pride demons are ranked as lieutenants.

Play Tips: Watch out for the pride demon's Drain ability. When a pride demon grabs a target, it drains health from the target to heal itself. Break the effect immediately with stuns or a spell like Force Field.

Attributes

Strength: **Very High**

Dexterity: **High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Queen of the Blackmarsh



Rank: Elite Boss

Class: Monster—Tank

Prime Locations: Blackmarsh

Special Abilities: Flurry of special melee attacks (tail, wings, arms, legs), Lightning Breath, Lightning Spit, Roar

Description: This spectral dragon now exists solely in the Fade. If you complete "The Lost Dragon Bones" side quest, you can summon forth the Queen of the Blackmarsh to the mountaintop in Blackmarsh.

Play Tips: You need a fully geared party of at least level 24 to attempt this dragon encounter. See "The Lost Dragon Bones" side quest description for strategy tips on the fight.

Attributes

Strength: **Very High**

Dexterity: **High**

Willpower: **High**

Magic: **High**

Cunning: **High**

Constitution: **Very High**

Rage Demon



Rank: Lieutenant (lesser is ranked Critter)

Class: Monster—Spirit

Prime Location: Blackmarsh Undying

Special Abilities: Fire Bolt, Fire Burst, Slam

Description: Demons can exist in both the real world (through possession) and in the Fade. Demons spend their time searching out new territory and pushing their boundaries. For this reason, they are the Fade dwellers most commonly seen in the mortal realm. While in the Fade, demons rail at a sleeper, forcing him into dark realms of nightmare where the demons feed off the negative energy created by his fear. The demons are, in order of increasing power and intelligence: rage, hunger, sloth, desire, and pride. Greater rage demons are lieutenants, while lesser rage demons are ranked as critters.

Play Tips: Stick to cold-based spells to deal extra damage. Cone of Cold or Blizzard can freeze them solid and deal significant damage; even Winter's Grasp can be effective.

Attributes

Strength: **Very High**

Dexterity: **Very High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Revenant



Rank: Lieutenant

Class: Monster—High Damage

Prime Location: Blackmarsh

Special Abilities: Double Strike, Mass Pull, Pull

Description: A revenant is a corpse possessed by a pride demon. Many possess spells, but most are armed and armored and prefer to use their martial talents.

Play Tips: A challenging foe, the revenant can pull you toward it with telekinesis; ranged DPS and healing won't be safe at the edge of the battlefield. Don't waste time on ranged positioning. If the revenant does pull, it sets aside its massive blade, which is prime time for melee combatants to get in some licks.

Attributes

Strength: **Very High**

Dexterity: **High**

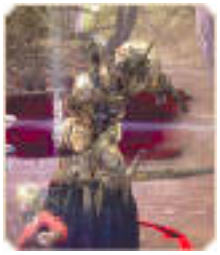
Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Shade



Rank: Lieutenant (lesser version is ranked Normal)

Class: Monster—Spirit

Prime Locations: Blackmarsh, Blackmarsh Undying

Special Abilities: Aura of Weakness, Disorient, Drain Life, Horror, Leap, Misdirection Hex, Slam

Description: Shades are spirits of the dead that have come into the mortal world but have not possessed living beings. Over time, they become so jealous of the living that they can sap life energy with their very touch. They become humanoid shadows, lingering in dead places and draining life whenever it draws near. Those that have fed on a great deal of life energy become more powerful versions known as "wraiths." Wraiths regain a bit of their intelligence and can use their power to affect the mortal world, usually through control over the elements and by affecting the minds of the living.

Play Tips: Mundane weapons may have a lesser effect, but spells can put a hurt on a shade. Keep your spellcasters protected and let them fire away while the tank and melee DPS hold them at bay.

Attributes

Strength: **Very High**

Dexterity: **Very High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Shriek



Rank: Lieutenant (Normal shriek is ranked Normal)

Class: Monster—High Damage

Prime Location: Anywhere

Special Abilities: Frenzy, Leap, Overwhelm, Terrorize

Description: Thought of as horrors of the night more than as darkspawn, shrieks are tall, lean creatures renowned for their speed, incredible agility, and stealth. Indeed, shrieks have been known to run (with their strange, loping gait: their arms are as long as their legs) as fast as a horse and disappear just as quickly into the shadows. Shrieks' talons and teeth are incredibly sharp, as their favorite tactic is to leap on their prey and tear it to ribbons within seconds. Shrieks originate from elven broodmothers, and retain both a natural elven agility and relative fragility. Only a couple of solid strikes are needed to kill the creature—getting that strike, however, tends to be the problem. Physically, shrieks stand between six and seven feet tall but weigh only perhaps 100 to 120 pounds. They are thin, with bark-like skin that ranges from light green to dark brown. Their faces are twisted, with long wild-looking hair and eyes that are sunken into their skull, appearing to be black holes with pricks of dim light shining from within.

Play Tips: Set up a defensive perimeter where each companion can watch the others' backs. Shrieks can materialize out of thin air, and you don't want them ripping and tearing at your exposed side.

Attributes

Strength: **Very High**

Dexterity: **High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Skeleton



Rank: Normal

Class: Warrior (Monster—Tank)

Prime Locations: Blackmarsh Undying, Shadowy Crypt, Silverite Mine, Vigil's Keep Deep Roads

Special Abilities: Ancient (ranked bonuses), Archer (ranged), Devouring (increased health), Fanged (Dual Weapon), Normal (Weapon and Shield), Shambling (Two-Handed)

Description: Demons that possess flesh form walking corpses; demons that possess bones form skeletons.

Play Tips: Employ standard party tactics as you would for any melee combatant or enemy archer. The shambling skeletons generally deal more damage and should be a priority, though if you spy an ancient fanged skeleton make it your number-one target.

Attributes

Strength: **Very High**

Dexterity: **High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Ancient Fanged Skeleton

These are the toughest of all the skeletons, both in terms of the punishment they can withstand and the punishment they can rake out.

Archer

Archer skeletons are bones possessed by a rage demon.

Devouring

Devouring skeletons are stronger versions of the standard skeleton. You'll encounter more than a few of them in the Shadowy Crypt.

Fanged

Fanged skeletons are bones possessed by a hunger demon. They act as warriors with the Dual Weapon talents.

Normal

Normal skeletons are bones possessed by a rage demon. They act as warriors with the Weapon and Shield talents.

Shambling

Shambling skeletons are bones possessed by a sloth demon. They act as warriors with the Two-Handed talents. In the Blackmarsh Undying, mangled shambling skeletons and desiccated shambling corpses can also plague your party.

Spider



Rank: Normal

Class: Monster—Agile

Prime Locations: Kal'Hirol, Wending Wood

Special Abilities: Poison, Overwhelm, Web

Description: These creatures (also called "deep crawlers" by the dwarves) grew in the depths of the dwarven Deep Roads, once having been encouraged to multiply to feed on the numerous species of large bats that the dwarves considered pests. Once the Deep Roads were lost to the darkspawn, these spiders began to feed on genlocks as well as bats, and their numbers were no longer controlled. Some moved up to make their lairs in the surface forests, but most have remained below ground.

Play Tips: Support each other whenever spiders arrive. If you end up apart, a spider's Web or Overwhelm attack can incapacitate a lone companion. Guard webbed allies until they're free. Against an Overwhelm attack, everyone else should immediately focus on the charging spider to kill it before it kills your companion.

Attributes

Strength: **Very High**

Dexterity: **Very High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **High**

Corrupted Spider

Corrupted Spiders are those that have feasted on darkspawn flesh. They are more aggressive and stronger than standard spiders.

Giant Spider

These are the most common variety of dungeon spider and will threaten you with an Overwhelm ability.

Poisonous Spider

These spiders can shoot poison at medium range and deal damage over time.

Sylvan



Rank: Lieutenant

Class: Monster—Tank

Prime Location: Wending Wood

Special Abilities: Rage, Roots, Stomp

Description: In forests where the Veil between this plane and the Fade has become thin, spirits can become one with the trees. Sylvans can retain some of the intelligence and even memories of the possessing spirit, which sometimes grow over time. More often, sylvans retain only a smattering of intelligence and are filled with an extreme jealousy of other living things. They kill any who enter their domain, animating branches to swing as fists, enveloping the living in their roots, or uprooting themselves briefly to walk (slowly). Sylvans are heavily resistant to physical damage.

Play Tips: Tread slowly when in a forest around sylvans. The tree creatures blend in with the non-hostile forest and suddenly spring to life as you near. Fire-based attacks do extra damage.

Attributes

Strength: **Very High**

Dexterity: **High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Charred Sylvan

Burnt versions of wild sylvans, charred sylvans are even angrier for what has been done to them.

The Old One

This sylvan boss can be slain in the Wending Wood for its ancient sylvanwood that is a crucial component to creating the unique Heartwood Bow or Heartwood Shield.

Wild Sylvan

The forest is "alive" with vengeful spirits who have possessed trees. These creatures are called "wild sylvans."

Wisp



Rank: Critter

Class: Monster—Spirit

Prime Location: Blackmarsh

Special Abilities: Lightning Strike

Description: Wisps are small glowing balls of electrical energy. It is not certain whether they are demon, spirit, or just a Fade disturbance of some kind.

Play Tips: Wisps won't attack you directly. They use their power to heal the Queen of the Blackmarsh, so take them out if you want to fight her effectively.

Attributes

Strength: **Very High**

Dexterity: **Very High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **Very High**

Wolf



Rank: Critter or Lieutenant (alpha)

Class: Monster—Agile

Prime Locations: Blackmarsh, Wending Wood

Special Abilities: Howl, Overwhelm, Shred

Description: These wolves are large and imposing. They hunt in packs and take advantage of large numbers to take down tougher targets.

Play Tips: Wolves will attempt to swarm you. Try not to get flanked and have the party concentrate firepower on one at a time as you trim down their numbers. Also watch out for their Overwhelm ability, which can take a party member down quickly if you're not prepared.

Attributes

Strength: **Very High**

Dexterity: **Very High**

Willpower: **Above Average**

Magic: **Very Low**

Cunning: **Meager**

Constitution: **High**

Alpha Blight and Marsh Wolf

A stronger variant of their respective wolf family, this lieutenant will lead the wolf charge as a dangerous pack closes in.

Blight Wolf

A wolf twisted by darkspawn taint.

Walkthrough

The Arling of Amaranthine both mystifies and terrifies its inhabitants with places of vast beauty and unflinching peril. You can journey around Amaranthine, but unless you've unlocked all major quests and the majority of side quests, it will take several plays to fully explore its majesty. For those who want a sneak peek of what's in store on your travels, study the essential locations here and the detailed world map on the pages that follow.

Essential Locations

Vigil's Keep

Vigil's Keep occupies a strategic gateway between the coastal lowlands of Amaranthine and the rest of Ferelden. Fortifications have stood here since the time of the Avvar barbarians. This is your base of operations, and has been the home of the Grey Wardens since they acquired it from the traitor Arl Howe in *Origins*.

Amaranthine

The city of Amaranthine is the jewel of Ferelden's north and the economic heart of the arling. In more prosperous times, merchant ships filled the port to bursting. Now, the city overflows instead with refugees and despair. You will visit here many times on your various quest runs.

Sequence of Events

No matter whether you begin a new character or import an existing character, the following quest line serves as the introduction to the game and must be completed first:

Assault on Vigil's Keep

The following three main quest lines can be completed in any order, though they are listed in most practical order:

Shadows of the Blackmarsh

The Righteous Path

Last of the Legion

The primary city, Amaranthine, serves as a bustling trade center with lots of vendors and side quests. Visit this area early in your pursuit for the main quests, and return often.

Amaranthine

Once you have completed all three main quests, you can speak with Seneschal Varel to trigger the final two quest lines to end the game:

Siege of Vigil's Keep or Assault on Amaranthine

Lair of the Mother

The Blackmarsh

Winds off the Amaranthine Ocean leave the Blackmarsh unpleasantly cold. A settlement was once located here, but no longer. The whole coast is reportedly haunted. You'll find out for yourself firsthand when you attempt the "Shadows of the Blackmarsh" main quest.

Wending Wood

This has long been the most perilous segment of the Pilgrim's Path, the major trade route between Amaranthine and Denerim. The trees of the Wending Wood offer refuge to bandits and worse. You'll journey to the heart of the forest in "The Righteous Path" main quest.

Silverite Mine

The hills of the Wending Wood once boasted significant mineral deposits. Only a few of the old mines still contain viable veins. The second part of "The Righteous Path" quest leads you into the mine.

Knotwood Hills

Hunters occasionally venture to the Knotwood Hills to stalk the rich wildlife, but otherwise, this remote edge of the arling is untouched by civilization. When you embark on the "Last of the Legion" main quest, you enter the hills for yourself.

Kal'Hirol

The "Last of the Legion" quest sends you into this once-great dwarven thaig. It fell during the first Blight, and no civilized race has visited the site in a thousand years.

Dragonbone Wastes

Deep within the hills that border the Feravel Plains is an ancient graveyard where dragons once came to die. A younger generation of the winged beasts has turned the region dangerous yet again. To the Wastes you must go to ultimately stop the great evil plaguing the land.

Note: Side quests and random encounters have dedicated chapters after this walkthrough section covering all the main quests. See the Side Quests chapter and the Random Encounters chapter for all the details.

How to Use

Main quests around Amaranthine can sometimes seem complex and daunting. The following walkthroughs provide in-depth, precise explanations for every main quest line in the game. If it doesn't appear in this chapter, it's not a main quest and will appear in the Side Quests or Random Encounters chapters. The walkthroughs that follow this introduction are presented in the most efficient sequence, from your introduction at Vigil's Keep to the endgame quests. Here's a quick breakdown of what's in each walkthrough:

Map

Each walkthrough contains all the necessary maps to navigate from the quest's starting point to ending point. Labels on the maps indicate NPCs, enemies, quest spots, treasure locations, general points of interest, and runthrough markings to show the best route through the area. A walkthrough will generally contain multiple maps to all the important locations.



Runthrough

This small sidebar boils the walkthrough down to essential steps. The steps are marked on the map in red numbered circles. To progress through an area effectively, start with "1" and continue in numerical order to the last number. If you're familiar with an area, you can use the runthrough as a guide to moving through a map very quickly.

Cheatsheet

Each main map has a cheatsheet that tracks the main quest, important NPCs, key items, monsters, and side quests. Use this cheatsheet to make sure you didn't miss anything critical on your journey, or to scout out what you need to accomplish in the area.

Walkthrough Text

We pack as much comprehensive strategy and expert guidance as we can into each section. The runthrough can give you a nice overview, but if you really want to know how to avoid the traps, tackle the monsters, and collect the important items, read the walkthrough. Whenever

you encounter a really difficult enemy—whether it be a boss or other ranked, troublesome adversary—we'll give you tips on its battle tendencies and how to defeat it.

Reference the world map for your global questions, then flip to the appropriate walkthrough section for the nitty gritty of that quest line. We'll get you through the underground maze of Kal'Hirol and show you how to escape the Fade that has swallowed the Blackmarsh.



Assault on Vigil's Keep

Note: You begin your journey into *Awakening* at the entrance to Vigil's Keep. It doesn't matter whether you created a new character for the expansion or imported your hero from *Dragon Age: Origins*, there is only a single origin story this time around.



Keep Exterior

Runthrough (Vigil's Keep: Exterior)

Summary: Investigate a darkspawn attack on the Grey Warden stronghold.
1 - You arrive at Vigil's Keep with the warrior Mhairi, only to discover it's under attack by darkspawn.
2 - Reach the main gate and battle through marauding darkspawn.

3 - To reach the upper level, approach the closed gate and survive the darkspawn push to drive you back.
4 - The courtyard to the east has pockets of darkspawn all around. Be careful of ambush.
5 - Reach the portcullis to the Inner Keep.

Vigil's Keep: Exterior Cheatsheet

Main Plot Quest

The Assault on Vigil's Keep

Important NPCs

Mhairi

Key Items

Stormchaser Helm

Monsters

Genlock Emissary

Genlocks

Hurlocks

Ogre

Shrieks

Side Quests

A Medical Necessity



As your story begins, you reach the outskirts of Vigil's Keep, a Grey Warden stronghold south of Amaranthine, which you are set to take over as Warden-Commander (this is your title no matter if you arrive with a new character or an existing character). You travel with a Grey Warden recruit, the warrior Mhairi, and you both soon realize that something is definitely wrong when no one comes out to greet you. Within seconds, a soldier races out of the keep with darkspawn hot on his heels. Rally behind the soldier and slay the initial trio of genlocks.



You can explore around the main gate and trigger a few darkspawn encounters if you like while

hunting for the scattered loot. Once you pass by the main gate, prepare for three darkspawn to attack from different directions. The hurlock and shriek come from your left, and after a few seconds delay, the ogre charges from directly ahead. Let Mhairi take the brunt of the damage (unless your character is a warrior tank too), while you deal damage quickly to the ogre before it pounds you both.

Tip: Once inside the Keep's main gate, fight your way west through two groups of genlocks and a shriek. Once you have cleared the area of foes, you can rescue a scared merchant (by chest point 5 on the map). When you encounter the merchant Yuriah in the throne room alter, he will have more extensive stock to sell you.

Note: Try to save as many of the Vigil's Keep soldiers as you can. They fight the darkspawn throughout the fortress grounds and can work with you to defeat the darkspawn in their areas.



After clearing out the lower level, climb up the ladder and approach the closed gate. The gate explodes outward and knocks you off your feet. Fortunately, Mhairi is light on hers and she races ahead to intercept the two hurlocks who charge out. In the back, a genlock emissary will begin casting nasty AoE spells. Don't give him a chance. Interrupt with a disruptive attack such Paralyze, or charge straight for him and stun him with a melee talent. Keep the battle close to the shattered gate so you don't pull in any other enemies while you take these three down.



If you head to the right, watch out for a major ambush when you enter the open courtyard. Hurlocks, a genlock, and a shriek all lurk in the area and love to converge as you approach. Deal with the shriek first, because it will appear behind you and try to deal damage to your exposed side.



To the left after the shattered gate lies the portcullis entrance to the Inner Keep. Two hurlocks

patrol the area, and you'll have to get through them to gain the exit point. If you can kill these two hurlocks before they kill the nearby Vigil's Keep soldier, the grateful soldier offers the "A Medical Necessity" side quest. See the "Vigil's Keep" section in the Side Quest chapter for complete details.

Note: Loot is generally random. In the cases where an item is fixed or codex entry occurs, we've listed the actual reward in parentheses after the treasure location.

Keep Interior



Runthrough (Keep Interior)

Summary: Root out the darkspawn inside the keep and confront a new talking darkspawn.

1 - Enter the inside of the keep.
2 - Meet up with the mage Anders.
3 - Battle darkspawn to reach the outer battlements.
4 - Carve through the darkspawn on the battlements to reach the barricaded area.
5 - Pull the portcullis lever to access the keep's northern section.
6 - More genlocks and hurlocks pour through the portcullis and engage you in the first chamber.
7 - Hurlocks ambush you in the central chamber.
8 - Join forces with the warrior Oghren.
9 - A huge battle finishes off the darkspawn inside the keep.
10 - Exit to the second battlement and confront the Withered.

Keep Interior Cheatsheet

Main Plot Quest

The Assault on Vigil's Keep

Important NPCs

Anders

Oghren

Rowland

Key Items

Portcullis Lever

Monsters

Genlock Alpha

Genlock Emissary

Genlocks

Hurlock Alphas

Hurlock Emissary

Hurlocks

Ogre

Shriek Alpha

Shrieks

Side Quests

The Survivors of Vigil's Keep



The keep's first chamber may look empty, but it's an illusion. As soon as you take a step forward, three shrieks materialize and attack. Dispatch them with Mhairi taking the lead. If you look up to the western ledge, you'll spot a portcullis lever that raises the sealed portcullis in front of you, but you can't access the area directly because the door is barricaded. Instead, you have to climb the stairs on the eastern side and work your way around.



Open the eastern door. The mage Anders polishes off the last of his enemies with a burst of

flame. Dead templars and darkspawn litter the floor. After a brief conversation, you find out that Anders is an apostate mage who was brought to the keep by the templars. He escaped during the chaos with the darkspawn. Invite him to join your party to add a capable mage.



In the next room, hurlocks stalk a lone keep survivor. Rush in to his aid and intercept the hurlocks before they kill the man. Draw the hurlocks' attention with targeted attacks and spells—no AoE or you'll kill the keep survivor—and use Anders to heal the keep survivor if he starts taking damage. If you slay the hurlocks before they slay the keep survivor, you unlock "The Survivors of Vigil's Keep" side quest. See the "Vigil's Keep" section in the Side Quest chapter for complete details.



The door in this small side chamber leads outside to the battlements. You must cross this outer ledge to reach the door that leads to the portcullis lever back in the first chamber.
Genlocks and hurlocks swarm the confined ledge, and you have to make sure you get some ranged fire on the genlock emissary in the rear or you'll be tasting AoE damage for the whole fight. Be sure to retrieve the Beastmaster crossbow in the treasure chest by the ballista.



Enter the western side from the battlements door and pull the portcullis lever out in the first chamber. Destroy the barricade blocking the stairs that lead down to the first chamber, or stand up on the western ledge and rain destruction down on the genlocks and hurlocks that charge in.



You can find the invading genlocks and hurlocks in any number of places. The dwarf Dworkin detonates some of his homemade explosives in the first chamber and kills a few of the

darkspawn for you. Finish off the rest before heading north through the now-opened portcullis.



A hurlock emissary and a handful of hurlocks set up an ambush in this central chamber. Don't rush in or you can be surrounded quickly. Instead, launch a ranged attack at the hurlock emissary and hold back near the door. Let them come to you and pick them off one by one. When the dust settles, grab the loot from the chest and wooden crate in the western stock room.

Now you have a choice: head north or east. North continues the main quest and brings you to the next major encounter. East gives you more genlocks and hurlocks, and some more loot, including the Sleeper ring in the next room's chest. If you're trying to complete "The Survivors of Vigil's Keep," you have to head east and rescue the two keep survivors being savaged by darkspawn.



When you finally decide to clear out the northern section of the keep, you rendezvous with a blast from the past: the sometimes drunk, but always lovable, dwarven warrior Oghren. He's convinced himself he wants to become a Grey Warden, and, because trouble seems to follow him around, Oghren has found himself mixed up with another darkspawn invasion. Oghren can hold his own against his foes, so take the group that advances on you (usually led by the hurlock alpha) and teach them what it really means to anger a Grey Warden. After the fight, Oghren joins your party and you're at full strength for the final keep battles.



As you near the final set of rooms, a dying soldier, Rowland, calls out to you. Despite your healing magics, there's nothing you can do for the poisoned man, but he warns you of a talking darkspawn who has seized Seneschal Varel.

Tread carefully after speaking with Rowland. Two darkspawn fire arrows down at you from the top of the stairs in the next room. As soon as you ascend those stairs, more darkspawn will crash out into the room from the side room to the north. Tons more darkspawn, led by a genlock alpha, clog up the room to the east and will join the fray as soon as you come into range. Expect lots of heavy resistance, and Anders should be ready with Heals and Group Heals throughout the long fight. Proceed methodically, slaying each band as it comes, and try not to pull extra foes or get caught in the middle of flanking enemy groups.



The door in the northeast corner leads out to the second battlement. The talking darkspawn Rowland mentioned, the Withered, holds Seneschal Varel hostage out on the corner tower. The Withered has a genlock and two hurlocks as bodyguards. Send in Mhairi or Oghren to pin down the Withered, while the other warrior charges at the other three darkspawn. The PC should help take down the weaker darkspawn quickly, while Anders stays back and heals.



Once the three lesser darkspawn bleed out on the stone, all four party members concentrate

damage on the Withered. The talking darkspawn can hit hard, but it won't be able to out-damage four heroes laying it on. Slay the Withered and speak with Seneschal Varel. He fills you in partially on events, when a new army arrives.



King Alistair (or Queen Anora, depending on who became ruler at the end of *Dragon Age: Origins*) rides into the keep with a small army to aid with the darkspawn incursion. He's happy to see you've taken matters into your own hands and, though he wishes he could join back in and pal around with Grey Wardens again, he gives you his blessing before leaving for other courtly matters. The templars accompanying the king insist on taking Anders back into custody. If you want to keep him in your party—and you should!—ask Alistair for the Rite of Conscription on Anders before the king leaves. He sides with you and Anders becomes a Grey Warden. You can also permanently recruit Oghren at this point—but if you choose the wrong dialog option (choice three), Oghren will no longer be a possible party member.

Throne Room





Runthrough (Throne Room)
Summary: Conduct the Joining ceremony for the new Grey Warden recruits and explore Vigil's Keep's throne room.
1 - Conduct the Joining ceremony.
2 - Exit the throne room after speaking with relevant NPCs, shopping at the vendors, and collecting some of your stored possessions.

Throne Room Cheatsheet

Main Plot Quest

The Awakening

Important NPCs

Ambassador Cera

Anders

Captain Garevel

Mhairi

Mistress Woolsey

Oghren

Seneschal Varel

Yuriah

Key Items

Warden-Commander possessions

Monsters

None

Side Quests

None



You reconvene in the throne room, and Varel has made preparations to once again fill the Grey Warden ranks. You should have Anders, Mhairi, and Oghren in your party, and all three will partake in the darkspawn blood that either kills or transform one into a Grey Warden. Oghren completes the rite without even losing consciousness. Anders passes out, but survives. Poor

Mhairi, however, doesn't make it. There's nothing you can do about it; Mhairi dies in the Joining trying to realize her lifelong dream of serving the land as a Warden.



After the Joining, you can leave at any time, but there are several things to do around the throne room first. You can speak with your NPCs, and if you click on the cask next to Oghren, you catch him drunk as a skunk guzzling from the tap. Listen to his amusing, drunken imaginations, but don't try to embarrass him with your dialogue choices or you'll end up with a disapproval rating. Ambassador Cera sells runes and crafting gear, plus she'll enchant weapons and armor for you. On the other side of the room, Yuriah sells general goods. Comb the room for all the Warden-Commander possessions in the piles of books, armor stand, weapon stand, and personal storage chest (which serves as an extension of your party inventory, accessed only in the throne room).

The three main NPCs—Captain Garevel, Seneschal Veral, and Mistress Woolsey—hold the three main quests to progress through the game. Captain Garevel gives you the "Last of the Legion" quest. Veral sends you on the "Shadows of the Blackmarsh" quest. Mistress Woolsey entrusts you with "The Righteous Path" quest. Feel free to pick them all up now, or come back and pick up each one as you need it.

Note: The throne room serves as the scene for many courtly events and many Vigil's Keep side quests. Check back often to heal up and follow up on the matters of state. See the Side Quest chapter for complete details.

Keep Courtyard



Legend

- Kitten (gift)
- Chest (locked)
- Wooden Crate
- Chest (locked)
- Private
- Sergeant Maverlies
- Voldrik
- Dworkin
- Herren
- Wade
- "A Daughter Ransomed" & "Far Afield"
- "It Comes from Beneath"
- "Cost of Doing Business"
- "Elemental Requirements"
- "The Howe Family"

Runthrough (Vigil's Keep Courtyard)

Summary: Seek out Nathaniel Howe and visit a few other Vigil's Keep inhabitants before leaving for the world map.
1 - Enter the courtyard.
2 - Go see Nathaniel Howe in the dungeon.
3 - Visit the eastern section of the courtyard and speak with Samuel (with Nathaniel in your party).
4 - After final preparations are made, leave for the lands outside Vigil's Keep.

Vigil's Keep Courtyard Cheatsheet

Main Plot Quest
The Prisoner

Important NPCs

Dworkin

Herren

Private

Samuel

Sergeant Maverlies

Voldrik

Wade

Key Items

Kitten

Monsters

None

Side Quests

A Daughter Ransomed

Cost of Doing Business

Elemental Requirements

Far Afield

It Comes from Beneath

Salvage Operation

The Howe Family

The Terrified Merchant



Exit the throne room area and enter the courtyard. Before you leave for the lands outside the keep and embark on any of the main quests, you need to pick up one more companion. When you leave the throne room, the private at the gate hands you two letters that open up the side quests "A Daughter Ransomed" and "Far Afield." See the Side Quest chapter and follow up on them when you have a chance. Once you complete these two side quests, you can return to the private for one more, "Salvage Operation." The private also tells you that the keep guards have a prisoner in the dungeon. It's the prisoner that you want to see.



Descend into the dungeon and ask the dungeon guard to let you see the prisoner. The man behind the bars is Nathaniel Howe, son of Arl Howe, who plotted against the Grey Wardens with Loghain in *Dragon Age: Origins*. If you imported your character, you may even be Arl Howe's murderer! Nathaniel wants nothing to do with you at first, but you sense a good heart in this rogue's body. Call the seneschal and conscript Nathaniel Howe into the Wardens. The next time you return to the throne room and speak with Varel, Nathaniel survives the Joining and becomes a Grey Warden.



With Nathaniel Howe in your party, head to the eastern section of the courtyard. The groundskeeper Samuel walks by and Nathaniel recognizes him. Samuel tells Nathaniel that his sister Delilah is alive, and he gives you "The Howe Family" side quest. While you're in the area, pick up the stray cat that meows along the far buildings. The kitten is actually a gift for Anders.



Level up your characters. Buy and sell at the vendors. Add runes to your more powerful magic equipment. When you've completed all that and finished off any Vigil's Keep side quests that you want to tackle at the moment, head out the gates to the world at large. It's time to journey to Amaranthine and tackle your first major quest.

Shadows of the Blackmarsh

Note: There are three main quests in *Awakening*: "Shadows of the Blackmarsh," "The Righteous Path," and "Last of the Legion." You can attempt the quests in any order, but it's probably best to do "Shadows

of the Blackmarsh" first. Here, you gain Justice, the best tank warrior of the companions, and you can enhance your PC's attributes through the various essences you find in the Fade.

Beginning the Quest



When you're ready to begin your first major quest out in the lands of Amaranthine, speak with Varel in Vigil's Keep's throne room. He tells you that one of the Grey Wardens, Kristoff, has been away tracking down a lead on why the darkspawn were still active after the Blight. The seneschal believes Kristoff can be found in the city of Amaranthine. At the conversation's conclusion, you gain the "Shadows of the Blackmarsh" quest.

Amaranthine

Note: If this is your first time visiting Amaranthine, there is a lot to do in the bustling city. See the "Amaranthine" section in the Side Quests chapter for all the events and quests not directly related to the main quests.



When you enter Amaranthine, look for the Crown and Lion Inn in the city's eastern section. Proceed north by Constable Aidan and turn right at the intersection. Climb the stairs and the Crown and Lion entrance is on your left (just before you turn for the steps leading up to the Chantry). Inside you'll find a clue to Kristoff's whereabouts.

The Crown and Lion



Runthrough (The Crown and Lion)

Summary: Speak with the innkeeper for the key to Kristoff's room and find the clue to his location inside.

1 - In the common room, speak with the innkeeper and gain Kristoff's room key.

2 - Search Kristoff's room for the Map of Ferelden, which unlocks the Blackmarsh world map location.

The Crown and Lion Cheatsheet

Main Plot Quest

Shadows of the Blackmarsh

Important NPCs

Innkeeper

Bartender

Sorcha

Key Items

Map of Ferelden

Monsters

None

Side Quests

The Blight Orphans?

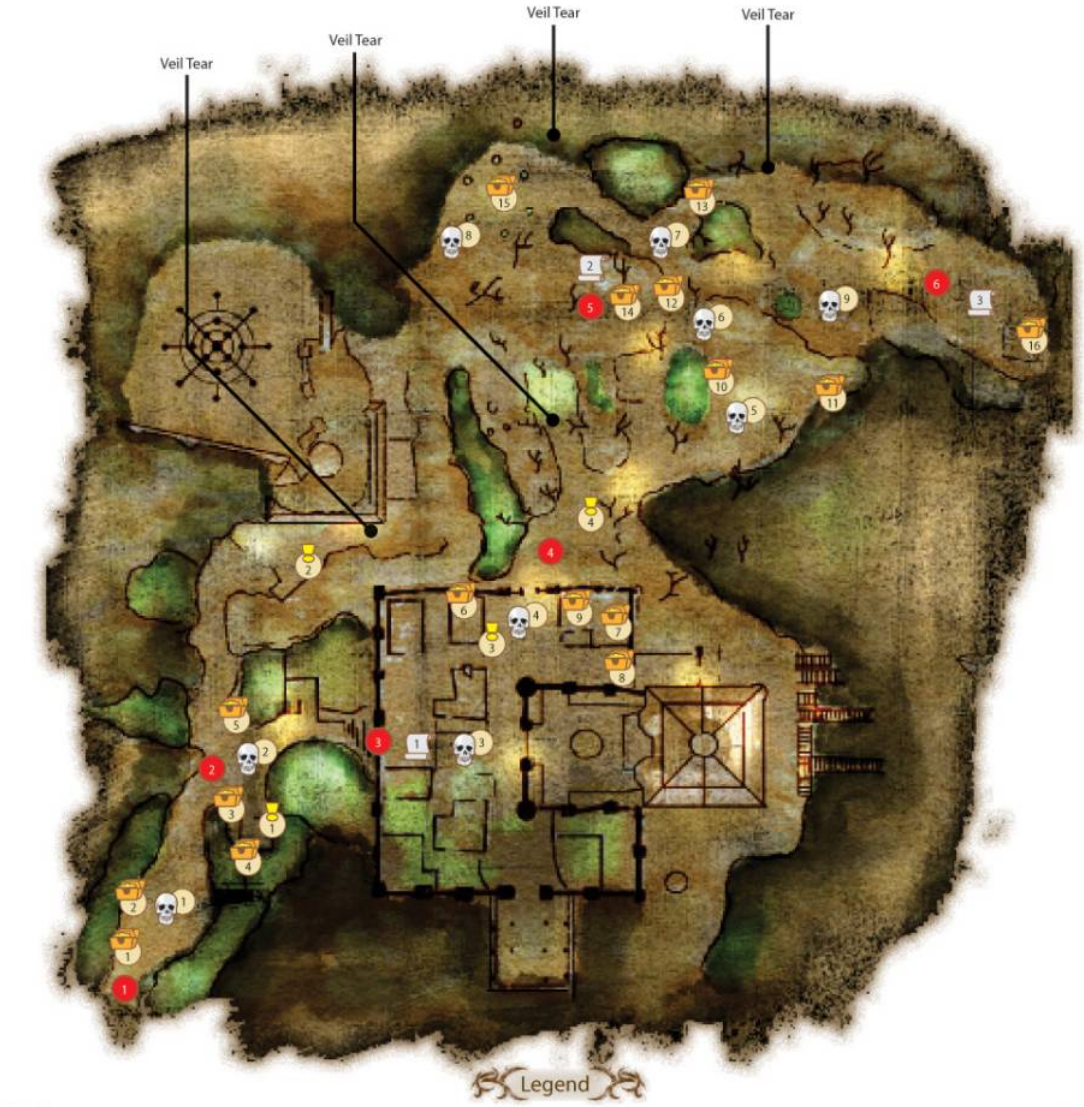


Once inside the Crown and Lion, speak with the innkeeper in the common room. Ask him if he's seen Kristoff, and then tell him that you're Kristoff's commanding officer to get the key to Kristoff's room. The dwarven bartender to the innkeeper's left sells goods and holds many secrets regarding the smugglers in town, if you choose to do some of the Amaranthine side quests. You can also question Sorcha, the barmaid up the stairs toward Kristoff's room, and she'll reveal some insight about Kristoff's general mannerisms.



Use the key the innkeeper gave you and open Kristoff's room. Pick up Kristoff's Mementos, a gift item, in the chest to your right, and gain Kristoff's Journal codex entry from the book on the table. The chest by the bed holds the Spirit Cord amulet (+3 dexterity, +3 cunning, +15% nature resistance, +5% spirit resistance) and A Letter from Aura codex entry. When you interact with the Map of Ferelden on the back wall, the Blackmarsh location opens up on the world map. You can now follow Kristoff to the marsh and see where his pursuit of the new darkspawn led.

The Blackmarsh



- Alpha Marsh Wolf & Marsh Wolves
- Alpha Marsh Wolves & Marsh Wolves
- Blighted Werewolves
- Blighted Werewolves
- Blighted Werewolves & Marsh Wolf
- Blighted Shadow Wolves
- Blighted Werewolves & Blighted Shadow Wolves
- Blighted Werewolves
- Childer Grub
- Rashvine
- The Blackmarsh tree (party dialogue)
- Blood Lotus
- Chest
- Rashvine
- Chest
- Toy Horse (gift)
- Madcap
- Town Records (Records of the Blackmarsh codex)
- Chest
- Elfroot
- Blighted Shadow Wolf Corpse (Mark of the Divine ring)
- Chest (Skullcrusher)
- Rocks (Kristoff's Locket gift)
- Ripped Page (The Baroness's Secret codex)
- Chest
- "The Trail of Love"
- "The Lost Dragon Bones"
- "The Burden of Guilt"
- "Tears in the Veil"
- Darkspawn Corpse (clue to Kristoff's whereabouts)
- Cot (clue to Kristoff's where abouts)
- Kristoff's Body

Runthrough (The Blackmarsh)

Summary: Follow the trail of clues to discover Kristoff's whereabouts.

1 - Enter the Blackmarsh.
2 - Encounter marsh wolves as you navigate the marsh.
3 - Discover a darkspawn corpse slain by Kristoff.
4 - Leave the ruins and head north out into the deep swamp.
5 - Discover Kristoff's camp.
6 - Kristoff didn't make it. The First set a trap for any Grey Wardens seeking Kristoff.

The Blackmarsh Cheatsheet

Main Plot Quest
Shadows of the Blackmarsh

Important NPCs

None

Key Items

Darkspawn Corpse

Cot

Kristoff's Body

Monsters

Alpha Marsh Wolves

Blighted Shadow Werewolves

Blighted Werewolves

Childer Grubs

Marsh Wolves

The First

Side Quests

The Burden of Guilt

The Lost Dragon Bones

Tears in the Veil

The Trail of Love



The Blackmarsh exudes creepiness, and there is something supernatural in the air. Nathaniel warns of this if you interact with the Blackmarsh tree a few paces up the path on the left. Beware of the nearby marsh wolves that bear down on you as you approach them feasting on some unlucky critter. As with all wolf encounters in the marsh, AoE stunning abilities such as Repulsion Field keep them at bay. Pay attention to Group Heal because everyone will likely take damage simultaneously as the creatures nip away.

As you explore the Blackmarsh, you come across tears in the Veil. These Veil tears block your passage in the physical world. If you attempt the "Tears in the Veil" side quest, you can close these tears once you reach the Fade on the Blackmarsh Undying map.



Fight through more wolves at the first intersection. If you take the left (north) fork, the path leads to a dead end at one of the sealed Veil tears. Take the right (east) fork to continue on the main quest to find Kristoff.



Go right (east) and you'll see a darkspawn corpse in front of you after you take on a group of blighted werewolves. Slay the werewolves and interact with the darkspawn corpse. You surmise that Kristoff killed the darkspawn, so he must be close.



After combing through the ruins for loot, side quest items, and codex entries, head north out of the broken town and deeper into the marshes. (You can't get through the locked town gates to the east at this point.) There are many enemy ambushes in the area, so be on your toes.



In the middle of the northern section of the marsh, you find Kristoff's camp. You can tell from more dead darkspawn and Kristoff's cot that he must be very close now. Recover Kristoff's

Locket, a gift, in the rock pile near the cot.



Unfortunately, Kristoff was slain by the very darkspawn he tracked. His body lies in the map's far northeast corner.

Kristoff's body is a darkspawn trap. Once you interact with it, your party gets transported to the Fade. Make sure you accomplish everything you wanted to in the Blackmarsh before touching Kristoff's body or it will be a long time before you return.

When you interact with Kristoff's body, darkspawn surround you. It's a trap meant to slay any Grey Wardens who followed Kristoff. The First, a loyal servant of the mysterious Mother, casts a powerful spell that rips a tear in the Veil and transports your party to the Fade. You must now battle through the Blackmarsh Undying to return to the real world.

The Blackmarsh Undying



Legend

- 1 Childer Grubs & Genlocks
- 2 Greater Shades & Lesser Shades
- 3 Desire Demons
- 4 Desire Demons
- 5 Desire Demons
- 6 Greater Rage Demons & Lesser Rage Demons
- 7 Greater Shades & Lesser Shades
- 8 Greater Shades & Lesser Shades
- 9 Skeleton Archers
- 10 Devouring Skeletons & Mangled Shambling Skeletons
- 1 Fade (party dialogue)
- 2 Essence of Constitution
- 3 Essence of Willpower
- 4 Essence of Magic
- 5 Essence of Strength
- 6 Essence of Dexterity
- 7 Essence of Cunning
- 1 "The Stone Circle"
- 2 "A Maiden in Distress"

Runthrough (The Blackmarsh Undying)

Summary: Escape the Fade by locating the baroness.
1 - Enter the Fade and fight the First's minions.
2 - Proceed toward the Baroness's Manor.
3 - Head around the manor and battle the shades and skeletons that arise to thwart you.
4 - Follow the Lonely Soul into the Shadowy Crypt.

The Blackmarsh Undying Cheatsheet

Main Plot Quest
Shadows of the Blackmarsh

Important NPCs

The Lonely Soul

Key Items

Essence of Constitution

Essence of Cunning

Essence of Dexterity

Essence of Magic

Essence of Strength

Essence of Willpower

Monsters

Childer Grubs

Desire Demons

Devouring Skeletons

Genlocks

Greater Rage Demons

Greater Shades

Lesser Rage Demons

Lesser Shades

Mangled Shambling Skeletons

Skeleton Archers

Side Quests

A Maiden in Distress

The Stone Circle



When the First drops you into the Fade, he unexpectedly follows along with you. The First leaves you to fight off a group of childer grubs and genlocks. Dispatch them, get your bearings, and start your journey across the Fade. You can interact with a boat next to your starting point, which begins a dialogue about the Fade in your party, but be careful—it might reflect negatively on your companion approval rating.

Note: Lyrium veins can power you back up after a difficult battle. Touch one to recharge your health and mana/stamina.

Tip: Check the map for all essence locations. Each of the essence items grants you a permanent +1 to one of your attributes. Gather all of these attribute bonuses if you can.



Work your way south and battle through the various shades and demons whose paths you cross. Don't advance too quickly or you can draw two enemy groups toward you at once. Go slowly, deal with an enemy group, and move on. If you plan to finish off the side quests, slay the desire demons to shut down the Veil tears for "Tears in the Veil" and try your hand at the puzzle for "The Stone Circle" in the map's northwest corner.



Continue around the outside of the manor house along the docks. You encounter a group of

shades at the first corner. After you slay the shades, tread carefully over the "corpses" on the waterfront. These corpses animate when you turn the next corner, and you'll have skeleton archers behind you and devouring skeletons and mangled shambling skeletons animating around you. Stuns and defensive abilities that repel enemies, such as War Cry/Superiority and Repulsion Field, come in handy.

Tip: Rather than use up your health poultices and stamina/mana potions in the Fade, drink the ethereal ones you find in the Blackmarsh Undying. These are only good while traveling the Fade, so why waste your other hard-earned stockpile?



Finish off any skeletons and follow the Lonely Soul into the Shadowy Crypt entrance to your left. You can't reach the rest of the Baroness's Manor without first traveling through the Shadowy Crypt.

Shadowy Crypt





Runthrough (Shadowy Crypt)

Summary: Pass through the Shadowy Crypt to enter the Baroness's Manor.

1 - Enter the crypt.

2 - Deal with the corpses and skeletons in your way.

3 - Choose to follow the Lonely Soul if you want to complete the "A Maiden in Distress" side quest.

4 - Defeat the skeletons in the final chamber to exit the crypt.

Shadowy Crypt Cheatsheet

Main Plot Quest

Shadows of the Blackmarsh

Important NPCs

The Lonely Soul

Key Items

Essence of Cunning

Essence of Magic

Monsters

Ancient Fanged Skeleton

Desiccated Shambling Corpse

Devouring Skeletons

Frenzied Devouring Skeleton

Hunger Demon

Putrid Devouring Corpses

Shambling Corpses

Skeleton Archers

Side Quests

A Maiden in Distress



When you enter the crypt's first chamber, corpses and skeletons will attack. Corpses rise from the floor, and enemies emerge from the upright coffins throughout the crypt. The extra surprise attackers can easily flank you and disturb your battle plan if you don't act accordingly.



A desiccated shambling corpse and its skeletal buddies make your life difficult in the second chamber. Don't charge into the room and get surrounded; stick back near the entrance and fight from cover. After the fight, proceed south if you want to leave the crypt quickly. If you want

to pursue the "A Maiden in Distress" side quest, follow the Lonely Soul to the east.



The "maiden in distress" reveals herself as a hunger demon. The demon has been looking for a stronger body to inhabit, and you fit the bill. The fight is on unless you have a high Coercion score and can talk the demon out of a conflict. Putrid devouring corpses join the battle a few seconds in. Lock your tank warrior on the hunger demon while the rest of the party kills off the corpses. When you have no corpses to hack, concentrate all your efforts on the hunger demon. After the hunger demon falls, the Lonely Soul will thank you for freeing her true soul. Don't forget to grab the essence of magic in the back corner before you leave.



Pick up an essence of cunning in the corridor leading to the final chamber. Clear out the skeletons in the chamber to reach the exit to the Baroness's Manor.

Baroness's Manor



Runthrough (Baroness's Manor)

Summary: Meet up with the Spirit of Justice and confront the baroness.

1 - Enter the manor grounds.

2 - Speak with the Village Watch.

3 - Join the Spirit of Justice at the manor gate and explain your intentions.

4 - Battle the First and the baroness's pets.

Baroness's Manor Cheatsheet

Main Plot Quest

Shadows of the Blackmarsh

Important NPCs

Spirit of Justice

Key Items

Essence of Dexterity

Essence of Strength

Essence of Willpower

Monsters

Ash Wraiths

The First

Genlocks

Hurlocks

Side Quests

None



You exit the Shadowy Crypt and return to the Fade outside the Baroness's Manor. You can hear a commotion in the distance at the manor gates.



Speak with the Village Watch and he'll fill you in on the events in the village. When you're finished, walk around the outskirts of the village, being careful not to approach the center where Justice and the other villagers pound at the gates. You don't want to trigger that event

yet. Collect the three essences and the codex entry before approaching Justice.



When you enter the middle of the village, Justice and the villagers question you. Once you explain your true intentions, Justice teams up with you for the attack on the Baroness's Manor. Though probably not wise, you can choose not to align with Justice and the villagers. See the "Siding with the Baroness" sidebar.

Siding with the Baroness

If you don't want to team up with Justice, you can side with the baroness. To help the baroness, refuse to help Justice and then examine the gate of the Baroness's Manor to begin a dialogue with the doorman. He will allow you to have an audience with the baroness in which you may agree to help her defeat the villagers in exchange for returning you to the real world. It is still possible to side with Justice at the last moment, though. No matter what, you will face the First in combat and must defeat him. If you side with Justice you face the baroness's ash wraiths, while if you side with the baroness, you face the villagers instead.



Assuming you ally with Justice, enter the manor courtyard and confront the baroness. She dismisses your remarks and sends the First to slay you so he can earn a trip back to the real world. The baroness also sends genlocks, hurlocks, and a pair of ash wraiths into the fray. Back your healer out of the chaos and concentrate on healing the tank who should engage the First. Your second warrior or rogue should hold the ash wraiths' attention. The third party member should pick off the genlocks and hurlocks or help out with one of the other foes when they look like they're about to fall. If your healer can keep up with the enemy damage spikes and drop a few Group Heals during the fight, you'll defeat the First and confront the baroness again.

Before you can seize power from the baroness, she sacrifices the First's life essence to open a portal back to the physical world. You leave the Fade, but not without a few surprises.

Return to the Blackmarsh



Legend

- 1 Fade Portal
- 2 Revenant & Shade
- 3 Fade Portal
- 4 Revenants & Shade
- 5 Fade Portal
- 6 Revenant & Shade
- 7 Fade Portal
- 8 Revenant & Shade
- 9 The Baroness
- 10 Blighted Shadow Wolf
- 1 The First's corpse (Armor of the Sentinel, The Mother's Chosen greatsword)
- 2 Debris (Ornate Silver Bowl gift)
- 3 Chest (Ring of Severity)
- 4 Chest

Runthrough (Return to the Blackmarsh)

Summary: Slay the baroness.
1 - Return to the real world.
2 - Destroy the Fade Portal and emerging enemies.
3 - Destroy the Fade Portal and emerging enemies.
4 - Destroy the Fade Portal and emerging enemies.
5 - Destroy the Fade Portal and emerging enemies.
6 - Battle the baroness.
7 - Claim extra rewards on the docks.

Return to the Blackmarsh Cheatsheet

Main Plot Quest

Shadows of the Blackmarsh

Important NPCs

Justice

Key Items

Armor of the Sentinel

Dock Storage Key

The Mother's Chosen

Monsters

The Baroness

Blighted Shadow Wolf

Fade Portal

Revenants

Shades

Side Quests

The Lost Dragon Bones

The Stone Circle

Tears in the Veil



The trip back to the real Blackmarsh comes with two unexpected passengers: the baroness, who lurks somewhere near the manor gates, and Justice, whose spirit has somehow crossed the divide and joined with the body of the dead Grey Warden, Kristoff. The new Justice decides to work with you against the baroness and enchants your weapons so that they can attack the Fade Portals that the baroness has ripped in the Veil. Be sure to loot the First's body for the powerful Armor of the Sentinel and the Mother's Chosen greatsword.

Note: If you want to deck out Justice, or any other party member, in the uber Sentinel armor set, you must complete the "Tears in the Veil" side quest while in the Fade. You must then recover the other three armor pieces from the iron chests that materialize in the physical world upon completion of the quest. See the Side Quests chapter for complete details.



The baroness's Fade Portals release more and more creatures from the Fade into the physical world. You must shut these portals down one by one. Head west from your return point and you'll see a Fade Portal almost immediately. A revenant and shade guard most portals, and the longer you wait on destroying the portal, the more creatures will pour forth. When engaging, send your tank to occupy the revenant, ignore the shade, and put all three others on the Fade Portal to destroy it as quickly as possible. Once the portal is gone, cut down any creatures that have spilled forth and finish off the revenant as a group if it's still standing.



Repeat your Fade Portal destruction on the second portal. Rest and recuperate before moving on to the next portal.



Repeat your Fade Portal destruction on the third portal. Rest and recuperate before moving on to the next portal.



Repeat your Fade Portal destruction on the fourth portal. Rest and recuperate before moving

on to battle the baroness.



Open the gate to the village area after all the portals have been destroyed. The baroness waits in the middle near the manor gate. Prepare for a battle royale. The baroness morphs into a huge pride demon, armed with several attacks meant to cripple your party. The most dangerous is her ability to open up new Fade Portals. Shut these portals down immediately, even if means leaving yourself exposed to the baroness for a few seconds. If you let these Fade Portals fester, they'll begin pouring out creatures that will soon overwhelm you.

The baroness herself can blast away with fire bolts and frost bolts. If you have high resistances to fire and cold, you should be fine. If not, the party healer will have to watch for one of these attacks and immediately throw a Regeneration or Heal after it lands.
A shockwave attack from the baroness deals normal damage and knocks you off your feet if you fail a physical resistance check. Even worse, her drain ability consumes health from the target she grabs and transfers that health to the baroness.

Keep up the constant pressure and stay patient while you chip away at the baroness's health total. The fight will be long, and the healer will probably tap into a few lyrium potions to keep up with the healing. With the right teamwork, you will survive her barrage of attacks and finally bring the baroness down.

Achievement & Trophy Tip: Pride Comes Before the Fall

When you defeat the baroness you earn the "Pride Comes Before the Fall" Achievement/Trophy.



Search the baroness's corpse for nice loot (Firestompers, Soulbound ring, and 14 sovereigns) and the Dock Storage Key. Use the key to open the gate that leads out to the docks at the northeast corner of the manor. You gain a lot more cool loot from the docks, and if you're completing side quests, the fifth dragon bone rests here, as does Ser Alvard's Sword in one of the decomposing crates. You've now completed the "Shadows of the Blackmarsh" quest line and can have Justice join your party as a burly warrior tank! Now it's time to return to Vigil's Keep for your next major quest.

The Righteous Path

Note: There are three main quests in *Awakening*: "Shadows of the Blackmarsh," "The Righteous Path," and "Last of the Legion." You can attempt the quests in any order; however, it's probably best to do "The Righteous Path" second. You gain Velanna, a second mage companion, which may fill out your needs for more spellcasting, and you get introduced to the mysterious Architect.

Beginning the Quest



When you're ready to begin your second major quest out in the lands of Amaranthine, speak with Mistress Woolsey in the Vigil's Keep throne room. She tells you that the caravan route has been disrupted in the southeast, and that the kingdom can't survive without free-flowing trade (more information about the merchant attacks can be found in "Trading Troubles" in the "Side Quests" chapter). Mistress Woolsey sends you to speak with Mervis, a wealthy merchant in the city of Amaranthine. At the conversation's conclusion, you gain the "The Righteous Path" quest.

Amaranthine

Note: If this is your first time visiting Amaranthine, there is a lot to do in the bustling city. See the "Amaranthine" section in the Side Quests chapter for all the events and quests not directly related to the main quests.



When you enter Amaranthine, look for Mervis to the north of the Market District (western side of the city). He explains that caravans have been ransacked in the Wending Wood and asks you to investigate. He also promises you a reward if you can stop whoever or whatever is disrupting the trade route. When you're finished in Amaranthine, travel to the new location on the world map: the Wending Wood.

Wending Wood



Legend

1. Bandit & Scavengers
2. Charred Sylvan & Scavengers
3. Charred Sylvan & Scavengers
4. Charred Sylvan & Wild Sylvan
5. Bandits
6. Scavengers
7. Wild Sylvans
8. Bandits
9. Charred Sylvan & Bandits
10. Alpha Shriek & Shrieks
11. The Old One & Wild Sylvan
12. Genlocks & Hurlocks
13. Genlocks, Hurlock Alpha, & Hurlocks
14. Charred Sylvans
15. Alpha Blight Wolf & Blight Wolves
16. Giant Spiders & Poisonous Spiders
17. Hurlock Alpha, Hurlock Emissary, Genlock, & Hurlocks
18. Genlocks, Hurlock Emissary, Hurlock, & Ogre

1. Broken Crate
2. Wooden Crate & Scroll (Orders to the Militia codex)
3. Blood Lotus
4. Chest (Fine Silks)
5. Rashvine
6. Chest
7. Rashvine
8. Elfroot
9. Chest (Fine Silks)
10. Deathroot
11. Corpse (Bronze Sextant gift)
12. Blood Lotus
13. Chest
14. Chests
15. Deathroot & Rashvine
16. Rashvine
17. Charred Corpse
18. Blood Lotus
19. Chest
20. Darkspawn Corpse
21. Madcap
22. Darkspawn Corpse (Ash ring) & Cocoon (Apprentice Cowl)
23. Hurlock Emissary corpse (Elven Trinket gift)
24. Chest
25. Wooden Crate
26. Blood Lotus
27. Elf Corpse (party dialogue)
28. Crate (Elven Prayer for the Dead gift, Dalish Gloves)

1. Velanna
1. Fire Puzzle
2. "Brothers of Stone"
3. "Heart of the Forest"
1. Destroyed Caravan
2. Militia Survivor
3. Silverite Mine
1. Leghold Traps

Runthrough (Wending Wood)

Summary: Investigate the Wending Wood for clues on who or what is responsible for the caravan attacks.

1 - Enter the Wending Wood.
2 - Dispatch the raiding bandit and scavengers.
3 - Intercept a charred sylvan attack on scavengers.
4 - Find the bridge to cross to the northern section.
5 - Velanna warns you not to continue.
6 - Battle another charred sylvan and bandits at the wood's main intersection.
7 - Descend into the western section of the wood.
8 - Speak with the militia survivor to piece together the truth about the caravan attacks.
9 - Return to the Dalish camp and speak with Velanna.
10 - Battle a host of darkspawn to enter the Silverite Mine.

Wending Wood Cheatsheet

Main Plot Quest
The Righteous Path

Important NPCs

Militia Survivor

Velanna

Key Items

Bronze Sextant

Elven Prayer for the Dead

Elven Trinket

Monsters

Alpha Blight Wolf

Alpha Shriek

Bandits

Blight Wolves

Charred Sylvans

Enraged Wolves

Genlocks

Giant Spiders

Hurlock Alpha

Hurlock Emissaries

Hurlocks

Ogre

The Old One

Poisonous Spiders

Scavengers

Shrieks

Wild Sylvans

Side Quests

Fire Puzzle

Brothers of Stone

Heart of the Forest



As you enter the Wending Wood, you immediately spot bandits trying to ransack a caravan. They bolt at your appearance, and if you interact with the caravan, you notice that something else must have caused the caravan destruction. No human hand did that. As you approach the broken caravan, the "Trading Troubles" quest pops up. You'll finish it as part of "The Righteous

Path" major quest.



It's time to punish the bandit and scavengers that tried to loot the broken caravan. Turn left and you'll see the hoodlums up on the hill. Hit them at range and charge at the bandit leader with your melee fighters. Some of the scavengers will stay back and fire at range, but your range attacks are superior and will take them down shortly.



Outside the bandit camp, take the northern road. Around the corner, a charred sylvan attacks two scavengers. The natural wildlife in the wood hates humans, and the two sides slug it out. Regardless of which side you aid at first, the other side will turn on you and attack, so burn down the charred sylvan first and then pick off whatever remains of the scavengers.



If you stay to the north and hug the cliff, you come to the bridge that leads into the larger northern section of the wood. If you explore the area around the south road, you'll run into more sylvans and bandits. You can also pick up extra loot from a chest in the southeast corner.



Once you cross the bridge, a bandit runs down the hill in a panicked frenzy. He claims someone is hunting him down, and before he can fully explain himself, an elven mage appears and threatens you all. Her name, as you find out later, is Velanna, and she's terrorizing the humans because she believes they are responsible for an atrocity against her people. She warns you to turn back now or suffer the consequences.



Climb up the hillside path and take out the bandits on the cliff. At the top, you reach the main

intersection, which branches off into six main areas: the path leading back to the southern woods (which you just climbed up), a path winding down to the fire puzzle area (green 1, 2, and 3), the area adjacent to the granite quarry, the entrance to the Silverite Mine, a path leading to the western section of the wood, and a road leading south to the abandoned Dalish camp. Battle the charred sylvan and bandits that clog your way.



Proceed to the western section of the wood. Work down to the southwest corner as you fight more charred sylvans. If you keep to the open area in the middle of the western section you'll only have to battle the sylvans before you reach the lean-to camp.



A militia survivor rests here under a lean-to. Somehow he's been affected with a darkspawn disease—he's dying and decomposing before your eyes. He does, however, have enough wits about him to clue you in on the truth behind the caravan attacks. The elf Velanna has been misled. Darkspawn killed the Dalish people and may have kidnapped Velanna's sister, Seranni. The darkspawn planted evidence to make it look like the humans did the deed. Never having known a darkspawn capable of such wit, the elf mage assumed that humans are to blame. At the end of your conversation, darkspawn surround you. It's an ambush. Send your toughest party members at the hurlock alpha and hurlock emissary, and follow with a punishing talent/spell on the hurlock emissary, such as Crushing Prison, to keep it from casting AoE. Clear up the remaining genlocks and hurlocks after the two main darkspawn die.



Return up the hill toward the Dalish camp. Velanna intercepts you with two wild sylvans and a group of enraged wolves, refusing to believe your "lies" about the humans. Fight through the wild sylvans and confront Velanna up in the Dalish camp. Convince her of the truth about the darkspawn and invite her to join your party. She will add her mage abilities to the group and point you in the direction of the Silverite Mine to track down the darkspawn responsible for these crimes.



The Silverite Mine lies just down the hill from the Dalish camp. Except, a large group of darkspawn now guards the entrance. Concentrate your ranged attack on the ogre and let it charge toward you. You may slay the ogre before it reaches you if your damage is high enough; if not, you'll wound it severely and take it down with a melee strokes. Then take on the rest of the darkspawn and pave a path to the Silverite Mine.

Trapped by the Architect



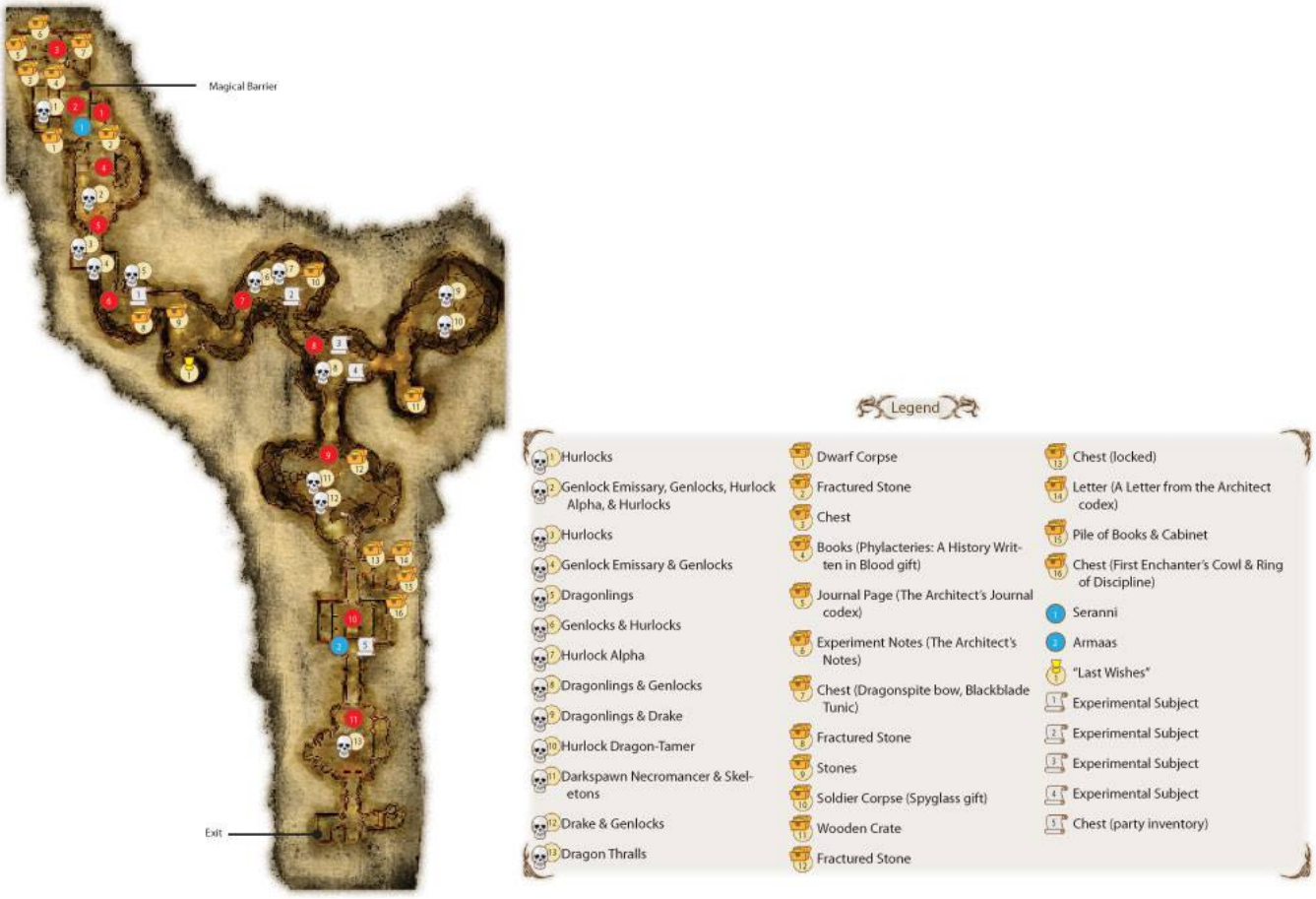
All is quiet when you first enter the mine. A rickety wooden staircase descends to an empty room. At the base of the staircase is a scroll with "A Miner's Letter" codex. You can walk right by it if you're not looking for it.



As you might guess, all is not as it seems. When you approach the inscribed circle stone floor, the Architect appears (there's no way around this, even if you try to avoid the circle). You're not sure what this talking darkspawn has planned for you, but you won't be happy about the first part of it. His magic knocks the whole party out, and you wake up in a strange prison cell without any of your equipment!



Silverite Mine



Runthrough (Silverite Mine)

Summary: Captured in the mine, you must recover all your gear and escape.

1 - You wake in a prison cell after being captured by the mysterious Architect.
2 - Seranni provides for your escape from the cell just before hurlocks arrive.
3 - Complete the Architect's puzzle to receive an extra reward.
4 - Use the ballista batter of the enemy group in the chamber below.
5 - Fight back-to-back enemy groups after opening the next door.
6 - Slay the first experimental subject to regain equipment for your party.
7 - Slay the second experimental subject to regain equipment for your party.
8 - Slay the third and fourth experimental subjects to regain equipment for your party.
9 - Deal with a darkspawn necromancer and its animated dead.
10 - Speak with Armaas the trader and recover the rest of your party equipment.
11 - In the arena under the watchful eyes of the Architect, defeat two dragon thralls and finally

escape the Silverite Mine.

Silverite Mine Cheatsheet

Main Plot Quest

The Righteous Path

Important NPCs

Armaas

Seranni

Key Items

Dragonspite Bow

Blackblade Helm

Blackblade Tunic

Phylacteries: A History Written in Blood

Spyglass

Monsters

Darkspawn Necromancer

Drake

Dragon Thralls

Dragonlings

Genlock Emissaries

Genlocks

Hurlock Alpha

Hurlock Dragon-Tamer

Hurlock Emissaries

Hurlocks

Side Quests

Elemental Requirements

Last Wishes

Trade Must Flow

Worked to the Bone

Bombs Away!

Tip: You lack your equipment when you begin the Silverite Mine. Until you can find and slay experimental subjects (the enemies in the mine who are equipped with your gear), you must use whatever is on hand. As you defeat genlocks and hurlocks, loot the corpses. Common items that may have only fetched you a few coins are now worth their weight in sovereigns as you gear up one weapon or chunk of armor at a time.



You awake in a cell with your companions, all stripped of your gear. Velanna's sister, Seranni, speaks to you from the cell door. She tries to explain that the Architect isn't truly an enemy, but before she can elaborate, darkspawn are at the main cell area door. Rather than risk an unfortunate end at the hands of these darkspawn, Seranni releases you from the cell and flees. If you maxed out your Coercion skill, you can persuade Seranni to give you a key that unlocks the special treasure chest in the Architect's room later in the mine.



Leave the cell and confront the onrushing hurlocks with your bare hands! Pound them old school and pick up whatever equipment you gain off their battered corpses. Your mages rules this fight; they have few limitations on damage, while warriors and rogues without weapons can only rely on certain talents to really make a difference. Loot the corpses until you find the Holding Cell Key on one of the dead hurlocks. You can use that key to explore the other cells and gain some extra loot from the poor dwarf corpse in one and the fractured stone in another. The shimmering magical barrier to the north remains closed until you figure out the Architect's lab puzzle in the next room.



Enter the Architect's lab to the north and explore the tables for various notes and codex entries. On the east side of the room are two experiment control rods. If you look below, you can see the section of the lab where the Architect experiments on unfortunate victims. A deadly looking green gas swirls around. Under that gas are a lot of dead bodies and a treasure chest that you really want. To deactivate the shimmering magical barrier on the wall to your right and disperse the gas in the lower chamber, you must figure out the lever and beacon configuration. The lever on the left moves the active beacons one space clockwise. The lever on the right toggles the back two beacons active/inactive. With that in mind, the easiest method for solving the puzzle is to pull the levers in this order: left, right, left, right.

Once the gas disperses, leave the lab and go back to the magical barrier in the prison block. Enter the lower lab floor through the now-opened barrier. The chest in the middle of the lower lab floor contains two awesome rewards: Dragonspite and the Blackblade Tunic. The tunic will make any rogue's day with +12 defense, +20% fire resistance, +20% cold resistance, and three rune slots; and the Dragonspite bow with its +20 damage against dragons and +20% fire resistance will come in particularly handy in the final battle against the dragon thralls in the arena.



Enter the room south of the prison block carefully. If you peek over the balcony to the floor below, you spot a cluster of genlocks and hurlocks guarding the area. Rather than take them all at once, tiptoe over to the ballista and fire it at the large statue next to the enemy group. The statue crumbles on top of most of them. If any stragglers survive, meet them in the side passage to the east and finish them off there.



The door in the south wall of the ballista room alerts two separate darkspawn groups to your

presence. Hurlocks immediately charge after you, while genlocks follow in the rear. The genlock emissary, who likes to hang back in the rear, is the most dangerous foe of the group. Send your tank into the main fray and use your ranged party members to harass the emissary with stuns and continuous damage to take him down without a big counterattack. There is a hidden room in the east wall; inside you willfind the Blackblade Helm.



In the next room, you'll spot your first experimental subject. Throughout the mine, experimental subjects hold your missing equipment. Each experimental subject wears a specific party member's gear, so if you see your tank's armor, for example, expect a bruising opponent who deals out major melee damage. Attack the experimental subject with your melee DPSers and hold back your ranged attackers. Dragonlings will pour into the area from the hole in the wall to the north. Concentrate your stuns and ranged damage on the dragonlings, while the melee fighters finish off the experimental subject. Turn the group's attention to the dragonlings after the experimental subject no longer poses a threat. Loot the experimental subject and one of your companions is back with all his or her gear.

Tip: If you need a quick advantage in any fight against the experimental subject and surrounding enemies, slay the experimental subject first, loot the corpse in the middle of combat, and equip the appropriate party member with his or her gear. Suddenly, one of you is back at full strength!

Note: If you go south instead of east after leaving the first experimental subject room, you'll find Keenan for the "Last Wishes" side quest. See the "Wending Wood" section in the Side Quest chapter for full details.



Repeat your battle tactics in the next room, only this time on the second experimental subject surrounded by genlocks and hurlocks. Half your party is back to normal when you recover your second set of equipment.



Two experimental subjects, including your PC's doppelganger, wait in this chamber with a mix of dragonlings and genlocks. This fight can get a bit chaotic with all the enemies in a relatively small space. It's important for the healer to focus exclusively on keeping the party alive,

especially the party members who haven't recovered their gear yet. After the battle, all your party members will be back at full strength. Now all you have to do is find the rest of your miscellaneous inventory items.

Note: In this room you'll find silverite ore for the "Elemental Requirements" side quest. If you go east instead of south after leaving the last experimental subject room, you'll find the hurlock dragon-tamer for the "Last Wishes" side quest. You'll also find lyrium sand for "Bombs Away!" and a fresh dragon egg for "Worked to the Bone." See the "Wending Wood" section in the Side Quest chapter for full details on all these side quests.



A new foe, the darkspawn necromancer, sets a trap for you in the next room. When he spots you, the necromancer animates several skeletons to engage the party while he retreats to the upper platform on the chamber's south side. Meanwhile, a drake and genlocks enter from the south passage. As you try to reach the necromancer to stop his death magic, you must battle this large mix of foes. Stick the tank on the drake to eliminate its massive attacks from striking the whole team. Ranged attackers should stay at the north entrance and pick off the closest foes. Melee attackers can aid with the tank against or help the ranged attackers remove lesser foes. Once the drake dies, go after the darkspawn necromancer.

The corridor on the left after the necromancer chamber holds the Architect's room. Enter it and loot all its goodies. If Seranni gave you the key in your first dialogue, you can open the Architect's chest and gain the Ring of Discipline and the First Enchanter's Cowl.



At the top of the stairs in the next room, you meet up with a lone qunari, Armaas. He's a trader who doesn't take sides and is more than happy to trade with the darkspawn for a nice profit. You can trade with him yourself, and with a high enough Coercion skill, you can get him to give you a discount. Armaas can also be convinced to trade with Vigil's Keep, which helps fulfill the "Trade Must Flow" side quest. The chest to the left of the arena door holds the rest of your party's inventory items.

Tip: If you figured out the puzzle in the Architect's lab and gained the treasure, equip Dragonspite now. With its +20 damage versus dragons, it's the best weapon you can ask for in the arena battle.



The final room is a giant arena overseen by the Architect and his allies. You enter at full strength, ready to take on any challenge, even two dragon thralls at once! The Architect apparently wants to test your battle prowess, so he sends the two dragons on you. Spread out immediately so the dragons' fire breath doesn't hit multiple party members at once. After landing and engaging briefly, the dragon thralls launch back into the air and reposition. When they land, glance at both dragons and see which one's health is lower. Send all your attacks at that dragon. It's important to kill one first, rather than deal with two wounded yet dangerous dragons, and it's very easy to mix them up when they take to the air. If you can slay one without heavy losses, the damage will pile up on the remaining one quickly and you'll win the day.

Achievement & Trophy Tip: Blind Vengeance

When you defeat the two dragon thralls and finally escape the Silverite Mine you earn the "Blind Vengeance" Achievement/Trophy. Follow the walkthrough strategies for slaying the twin dragons. You earn this achievement/trophy after you physically leave the arena and mine. The Architect makes a strategic retreat and you can finally escape the Silverite Mine through the exit to the south. Be sure to loot the dragon corpses for the Slippery Ferret's Gloves, Landsmeet Shield, and Shock Treatment light gloves. Return to Vigil's Keep to report on your progress and resupply for the next undertaking.

Last of the Legion

Note: There are three main quests in *Awakening*: "Shadows of the Blackmarsh," "The Righteous Path," and "Last of the Legion." You can attempt the quests in any order; however, it's probably best to do "Last of the Legion" third. You gain Sigrun, a second rogue companion, but because you begin with your first rogue, Nathaniel Howe, at Vigil's Keep, it's not essential to find Sigrun early in the game.

Beginning the Quest



When you're ready to begin your third major quest out in the lands of Amaranthine, speak with Captain Garevel in the Vigil's Keep throne room. He tells you a hunter stumbled upon a mysterious darkspawn chasm in the Knotwood Hills. At the conversation's conclusion, you gain the "Last of the Legion" quest.

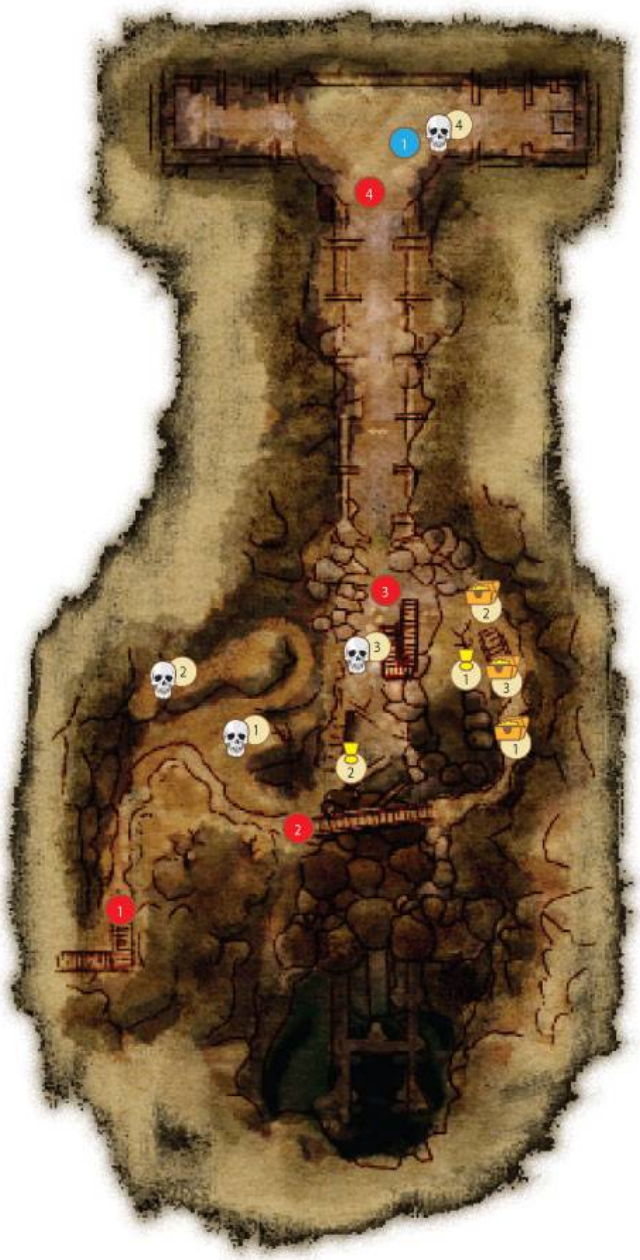
Amaranthine

Note: If this is your first time visiting Amaranthine, there is a lot to do in the bustling city. See the "Amaranthine" section in the Side Quests chapter for all the events and quests not directly related to the main quests.



When you enter Amaranthine, look for Colbert near the main entrance. Colbert explains that he and his partner Micah saw darkspawn emerge from a chasm in the Knotwood Hills, and he marked the spot on his hunting map. He has no interest in pursuing that sort of danger, but guesses that you do. When you're finished in Amaranthine, travel to the new location on the world map: Knotwood Hills.

Knotwood Hills



Legend

- Bereskarn
- Hangmen
- Deepstalker Leader & Deepstalkers
- Hurlock Alpha & Hurlocks
- Madcap
- Madcap
- Chest (Hirol's Lava Burst gift & Darran Lyle's Missive codex)
- Sigrun
- "The Long-Buried Past"
- "Lucky Charms"

Runthrough (Knotwood Hills)

Summary: Search the Knotwood Hills for the chasm that Colbert mentioned.
1 - Enter the Knotwood Hills.
2 - Cross the bridge over the chasm.
3 - Beware of deepstalkers near the entrance to the Deep Roads.
4 - Save Sigrun from hurlock clutches.

Knotwood Hills Cheatsheet

Main Plot Quest
Last of the Legion
Important NPCs

Sigrun

Key Items

Hirol's Lava Burst

Monsters

Bereskarn

Deepstalker Leader

Deepstalkers

Hangmen

Hurlock Alpha

Hurlocks

Side Quests

The Long-Buried Past

Lucky Charms



A short distance down the path after entering Knotwood Hills, a lone bereskarn attacks. It tries to ambush you after the short rise as the path first crests; if you send your tank to intercept first, you party will have no trouble. Up on the hill to your left, two hangmen conduct dark business. You can bypass them completely, unless you want the extra experience from these human thugs.

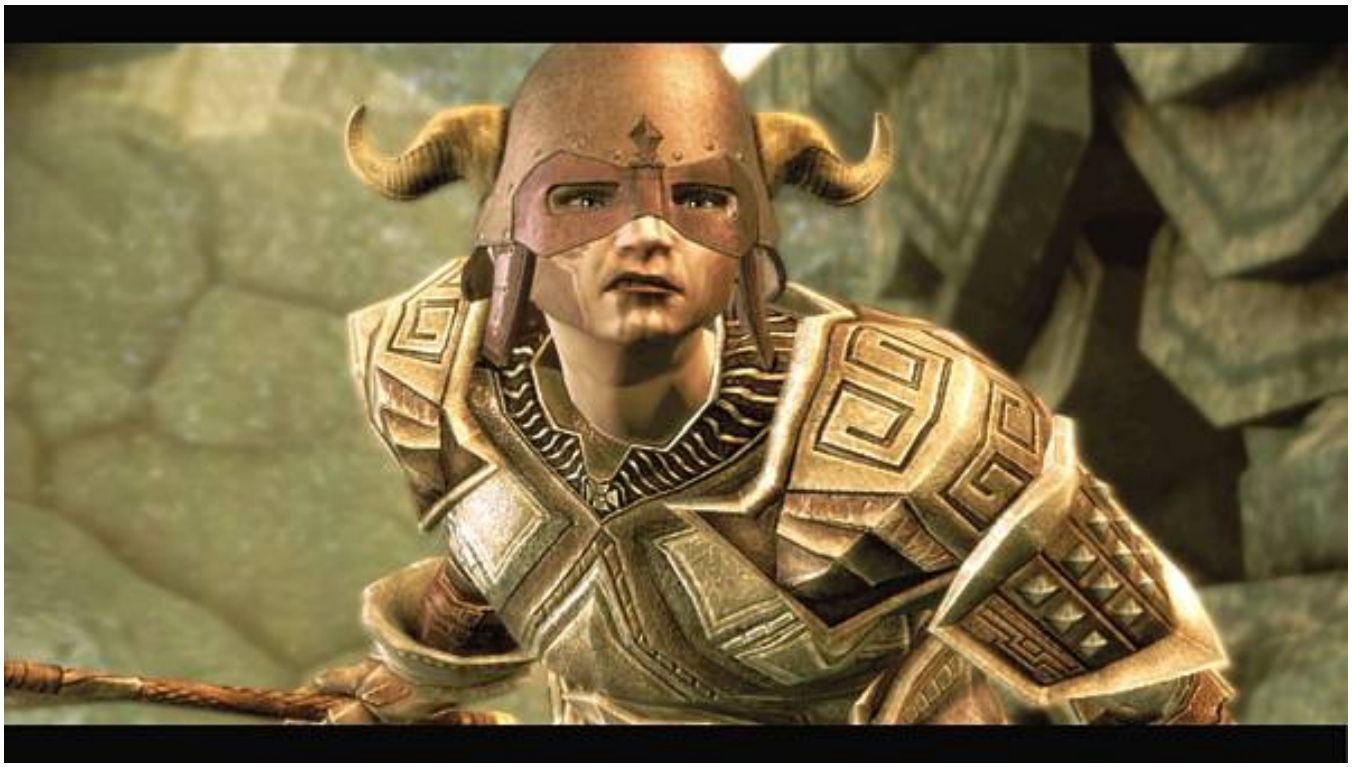


Wind down to the bridge that crosses the chasm. On the far side, look for the beginning of

crisscrossing stairs that continue down. At the foot of the first set lies a chest with "The Long-Buried Past" side quest and a Hirol's Lava Burst gift (ideally for Oghren).

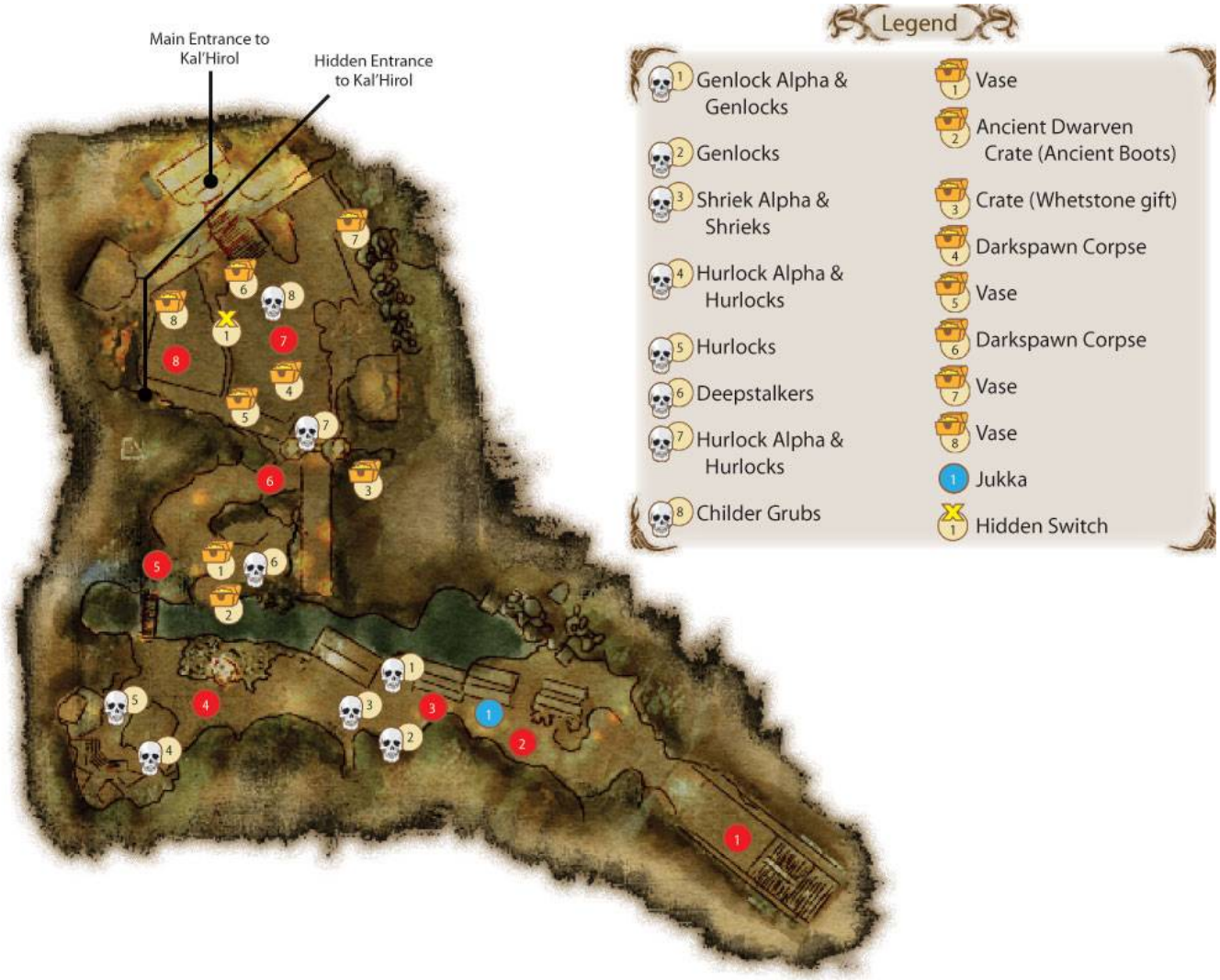


At the base of the next set of stairs, deepstalkers attack if you head to the south away from the northern Deep Roads entrance. If you brave the deepstalkers, you can gain the "Lucky Charms" side quest when you find Micah's lucky deer foot in a bag.



Continue north to the T-intersection. Hurlocks are overwhelming a female rogue in golden armor. She fights valiantly, but it's up to you to step in and save her from the swarm. Send your tank at the hurlock alpha and the rest will fall easily once you take the alpha down. Sigrun lends her rogue melee expertise to the fight too. After the battle, she explains that she's the last of a failed Legion foray against the darkspawn at Kal'Hirol, an ancient dwarven fortress. She intends to avenge her fallen comrades, and you can invite her to join your party as you descend into the Deep Roads to continue unraveling the mystery of sentient darkspawn.
Tip: Take Sigrun in your party. You can leave her behind, but her trap-detecting skills will help you throughout Kal'Hirol, and if Sigrun is present when you reach Kal'Hirol's main gate, Sigrun points out a secret side entrance that will save you a lot of aggravation.

Kal'Hirol



Runthrough (Kal'Hirol)

Summary: Travel through the Deep Roads to reach Kal'Hirol.

1 - Follow the Deep Roads to the outskirts of Kal'Hirol.
2 - Speak with the dying legionnaire, Jukka.
3 - Darkspawn try to ambush you after you speak with Jukka.
4 - More darkspawn challenge you.
5 - Cross the bridge and engage more deepstalkers.
6 - Combat the darkspawn at the far gate.
7 - Survey the front courtyard after dealing with childer grubs.
8 - Enter Kal'Hirol.

Kal'Hirol Cheatsheet

Main Plot Quest

Last of the Legion

Important NPCs

Jukka

Key Items

Ancient Boots

Whetstone

Monsters

Childer Grubs

Deepstalkers

Genlock Alpha

Genlocks

Hurlock Alpha

Hurlocks

Shriek Alpha

Shrieks

Side Quests

None



Take in the dramatic view as you enter Kal'Hirol. Soon you'll be on ground level eye to eye with angry darkspawn.



You meet a dying legionnaire, Jukka. He tells you that the darkspawn are breeding an army in the depths of Kal'Hirol. To stop the army, you must destroy the broodmothers responsible.



Several paces after leaving Jukka, the darkspawn ambush you. Genlocks flank you on either side after you cross into the open area. Send your tank against one side and your next strongest melee DPSer against the opposite side. The healer and fourth party member support whichever side looks like they need it more. After the genlocks go down, shrieks will sneak attack when you think the battle is over.



Hurlocks ambush you before the bridge. Look for two groups to swarm out from behind the

rocky outcropping to the southwest. As with the genlock ambush, split the tank and second melee DPSer to separate enemy groups.



On the far side of the bridge, deepstalkers harass you on the climb up the hill. Finish them off and pick up your first signs of treasure in the area with the nearby vase and ancient dwarven crate.

Note: You will find broken items around Kal'Hirol, such as the ancient boots in the ancient dwarven crate near the deepstalkers. Don't toss this gear. It can prove very valuable later in the Trade Quarter when you find the special smith to repair each piece.



You reach the outer walls of Kal'Hirol at the top of the hill. A host of darkspawn guard the outer gate. Expect a swarm of skirmishing hurlocks to pin you down while the hurlock archers take shots at you from range. Send your melee characters into the charge and hold the line. Ranged attackers should bring down the darkspawn ranged attackers (if they're in range) first, then turn the fireworks on the melee darkspawn. Heal often to avoid losing anyone in this fight.



Inside the courtyard, deal with the childer grubs that spring forth from the pods in the area.

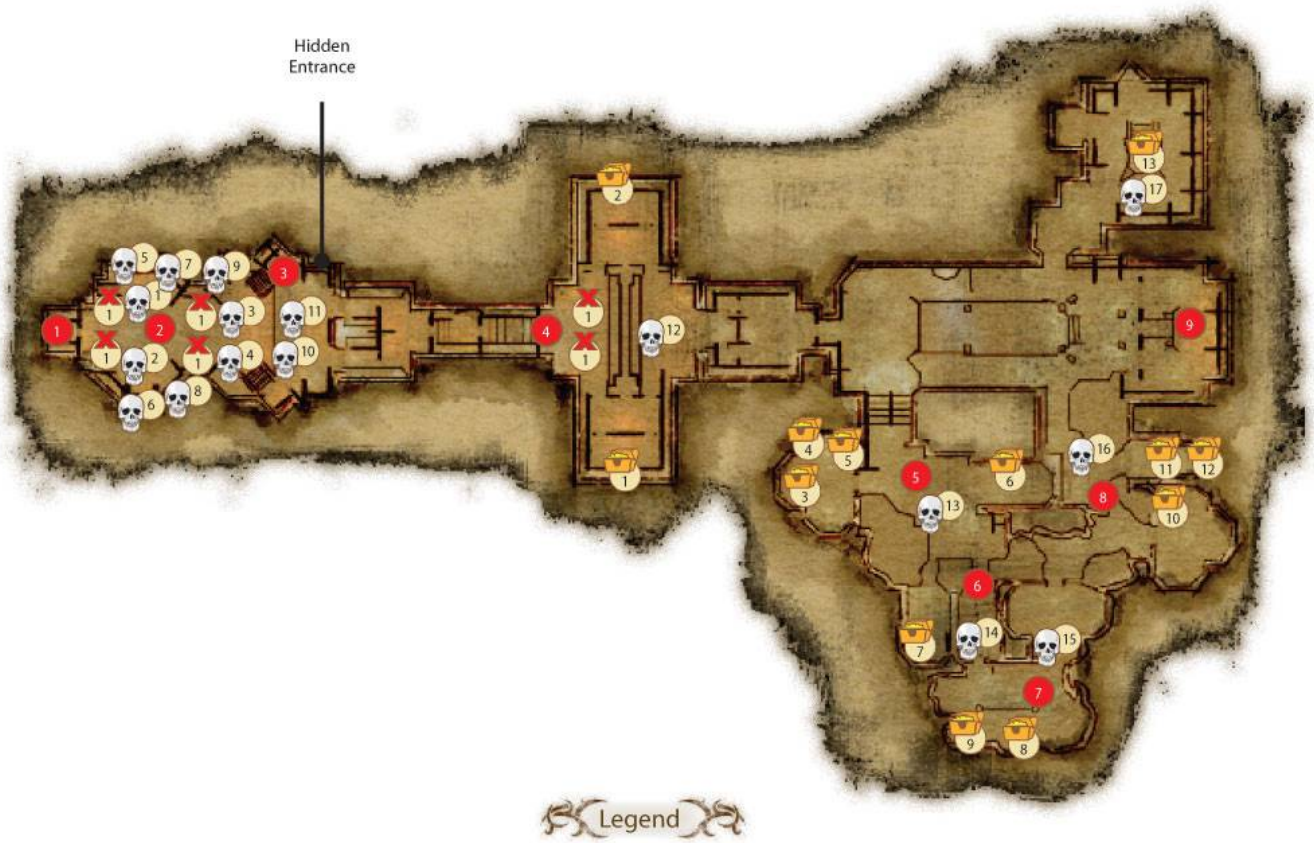
Stay near each other as the grubs attack. If someone gets overwhelmed, turn the party's attention to that character's aid. The grubs aren't difficult on their own, but they can swarm you quickly if you aren't careful. Loot the area and then make your way up the steps to Kal'Hirol's main entrance (if you don't have Sigrun in your party).

Tip: To avoid the trap room inside Kal'Hirol's Main Hall, use the side entrance that Sigrun shows you. The side entrance bypasses the first room in the Main Hall and deposits you next to the golem master.



If you have Sigrun in your party, search the western courtyard wall for a hidden switch near the carved visage. Open the secret door and enter the side courtyard. The side entrance into Kal'Hirol routes you to the upper level where you can sneak attack the golem master that coordinates the darkspawn's main gate defenses.

Main Hall



Legend

- 1 Hurlocks
- 2 Hurlocks
- 3 Hurlocks
- 4 Hurlocks
- 5 Stone Golem
- 6 Stone Golem
- 7 Stone Golem
- 8 Stone Golem
- 9 Stone Golem
- 10 Hurlocks
- 11 Golem Master
- 12 Hurlock Emissary & Genlocks
- 13 Corrupted Spiders
- 14 Disciple Scout & Hurlocks
- 15 Genlock Alpha, Genlock Emissary, & Genlocks
- 16 Corrupted Spiders
- 17 Hurlock Alpha, Hurlock Emissary, & Hurlocks
- 1 Chest
- 2 Scrolls
- 3 Pile of Bones (Cracked Breastplate)
- 4 Scrolls
- 5 Pile of Bones
- 6 Note (A Scout's Report codex)
- 7 Chest
- 8 Scrolls
- 9 Moldy Journal (Dailan's Journal codex)
- 10 Crate
- 11 Chest (Lyrium Ring)
- 12 Wall Carving (The Fortress of Kal'Hirol codex)
- 14 Crate
- 1 Fire Trap

Runthrough (Main Hall)

Summary: Navigate the Main Hall as you descend deeper into Kal'Hirol.

1 - Enter the Main Hall and hold your party.
2 - Send your rogue through the traps gingerly.
3 - Bring down the golem master and surrounding darkspawn.
4 - Avoid more traps as you crush genlocks.
5 - Continue through the southern section of the hall.
6 - Fend off a disciple scout and hurlocks in the narrow corridor.
7 - Genlocks try to lock down the next room.
8 - Corrupted spiders ambush you as you near the end of the hall.
9 - Exit the Main Hall.

Main Hall Cheatsheet

Main Plot Quest

Last of the Legion

Important NPCs

None

Key Items

Cracked Breastplate

Lyrium Ring

Monsters

Corrupted Spiders

Disciple Scout

Genlock Alpha

Genlock Emissary

Genlocks

Golem Master

Hurlock Alpha

Hurlock Emissary

Hurlocks

Stone Golems

Side Quests

Bombs Away!

Note: It's best to bypass this first room with Sigrun's help. If you don't have Sigrun in your group, switch to another rogue and have them lead through the traps, disarming as many as possible before the rest of the group comes through. If you don't have a rogue, go very slowly and watch your step.



Assuming you haven't used the secret side entrance, hold your party at the entrance to this first room. It's full of fire traps that trigger with pressure plates in the floor. Hurlock archers stand at the ready shortly inside, so you'll have to take them out as well, and the golem master on the upper level periodically sends magic bolts down to animate stone golems along the walls, making for more enemies to combat amid deadly traps.



The trick to surviving the trap room is patience. Send your rogue and any ranged party member a few paces into the room. The rogue should point out the pressure point triggers in front of you. Stop your party before these and use ranged attacks only to kill all the hurlock archers in sight. Before the first golem activates, your rogue should drop down and deactivate as many of the nearby pressure plates as possible. Now, when the stone golems activate, you have a trap-free area to fight in.



Repeat the process until you reach the stairs up to the next level. If you have no active stone golems, race your party up the stairs and attack the golem master and his surrounding darkspawn. The golem master drops a golem control rod when ou defeat him. If you pick up the golem control rod, you can click on a golem in the next hallway; it will come to life and fight on our side for a while. Note that if you enter via the secret side entrance, you arrive in the Main Hall at this point.



After the golem master, take the stairs down and watch the various dwarven spirits reenacting the fall of Kal'Hirol. These harmless spirits deliver interesting information about Kal'Hirol's story. Pause as you enter the next room. Again, you have pressure plates on the floor in front of you, ready to spit fire on any party member foolish enough to charge in. Fire at range on any darkspawn you spot on the stairs flanking the room while your rogue disables the pressure plates. Then charge in and deal with the darkspawn up the stairs.



Enter the grand concourse and head south (the north section is blocked). In the room to the south, corrupted spiders drop from the ceiling. After you crush the vile bugs, search the surrounding area for loot. You'll find a cracked breastplate among the plunder.



There are two exits to the south. Take the one on the left and blast a strong ranged AoE down the corridor at the waiting disciple scout and hurlocks. As they charge, switch to melee and fight them at the doorway. Your whole group can attack while only one or two enemies will fit

through at the choke point.



As you round the corner after the disciple scout's group, genlocks swarm out and try to overrun you. Throw your tank into the fray and try to clog up the doorway. The healer should concentrate on the tank as the rest of the group chips away at the flanking genlocks. If the tank stays up, the genlocks should slowly fall.

Note: If you're collecting lyrium sand for the "Bombs Away!" side quest, search the eastern room between the genlocks and corrupted spiders for another pile.



Continue north as you wind between the irregularly shaped underground chambers. Corrupted spiders will once again drop down on you as you near the main hall exit. Squash them into pulp unless you want to taste the inside of a cocoon.

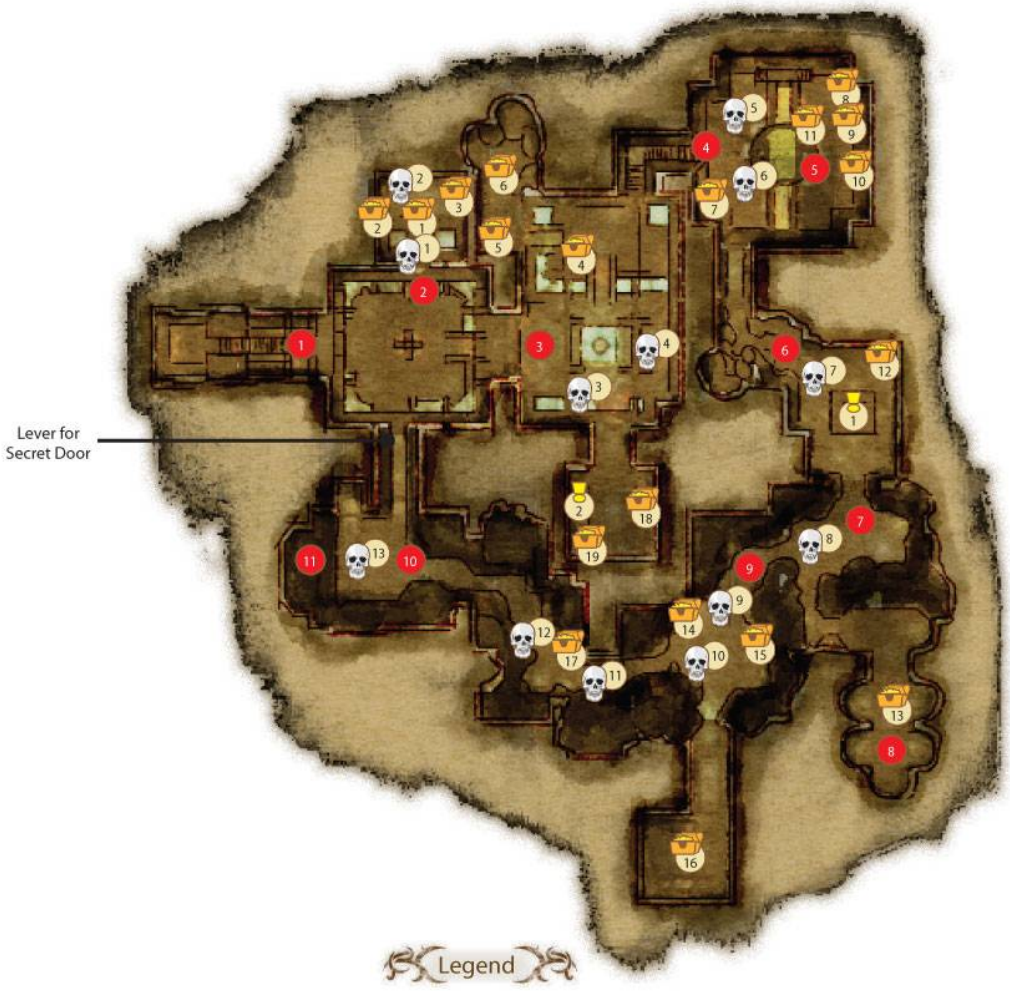
Tip: Find the Lyrium Ring in the small side passage next to the corrupted spiders. Pick it up for Justice and earn a hefty approval bump.



The exit to the Trade Quarter lies to the east in the last large chamber. Nothing prevents you

from leaving at this point. However, if you want some more experience and loot, head north and battle the hurlock alpha and his hurlock buddies. A somewhat hidden crate rests atop the platform at the center of the room, and you can grab the Staff of Vigor and a shattered maul off the dead hurlock emissary.

Trade Quarter



Legend

- Hurlocks
- Steel Golems
- Invading Genlock & Invading Hurlocks
- Invading Hurlocks
- Invading Genlocks, Invading Hurlocks, & Hurlocks
- Invading Hurlocks, & Hurlocks
- Hurlock Alpha, Hurlock Emissary, & Hurlocks
- Childer Hatchlings
- Childer Grubs
- Childer Grub Alphas, Childer Grubs, & Genlocks
- Childer Grubs & Childer Hatchlings
- Childer Alphas & Childer Hatchlings
- Childer Hatchlings & Invading Hurlocks
- Hirol's Sarcophagus (Girdle of Kal'Hirol)
- Wall Carving (The Paragon Hirol codex)
- Scrolls
- Crate
- Pile of Bones (Engraved Silver Bracers gift)
- Crate
- Crate
- Crate
- Damaged Axe
- Scrolls
- Lyrium Bucket (party dialogue)
- Pile of Bones
- Sarcophagus (Gauntlets of Hirol's Defense & Nature's Blessing amulet)
- Vase
- Crate
- Treasury (Helm of Hirol's Defense & Carved Greenstone gift)
- Pile of Bones
- Scrolls
- Dailan's Bones (Partha shield)
- "Wrong Place, Wrong Time"
- "Memories of the Stone"

Runthrough (Trade Quarter)

Summary: Navigate the Trade Quarter as you try to find the Lower Reaches.

1 - Enter the Trade Quarter.
2 - Investigate an interesting burial chamber.
3 - Jump into a battle of darkspawn versus darkspawn.
4 - Advance to the forge.
5 - Use the forge to repair your broken equipment.
6 - Rescue a trapped explorer from cruel darkspawn.
7 - Survive an ambush by childer hatchlings.
8 - Solve the mystery of the runes to earn greater treasure.
9 - Enter into a passage full of the various childer monstrosities.
10 - Battle childer hatchlings and invading hurlocks.
11 - Descend to the Lower Reaches.

Trade Quarter Cheatsheet

Main Plot Quest
Last of the Legion

Important NPCs

Steafan

Key Items

Carved Greenstone

Engraved Silver Bracers

Gauntlets of Hirol's Defense

Girdle of Kal'Hirol

Helm of Hirol's Defense

Nature's Blessing

Monsters

Childer Alphas

Childer Grubs

Childer Hatchlings

Genlocks

Hurlock Alpha

Hurlock Emissary

Hurlocks

Invading Genlocks

Invading Hurlocks

Steel Golems

Side Quests

Bombs Away!

Elemental Requirements

Wrong Place, Wrong Time

Memories of the Stone



When you enter the Trade Quarter, you witness a rather strange sight: darkspawn battle darkspawn in front of you. Throughout the level, invading genlocks and hurlocks attack normal genlocks and hurlocks. Eventually, all darkspawn will attack you, but if you sit back and let them slug it out, you can take advantage of wounded darkspawn.
Caution: Avoid the steel golem room with the Girdle of Kal'Hirol if you fear fighting three steel golems at once. The loot makes it worth it, but only if you don't wipe.



Turn left and go up to the burial chamber up north. Dispatch the two hurlocks and then search the sarcophagus. You'll receive the powerful Girdle of Kal'Hirol. However, the three steel golems around the room will activate. The healer has to be in top form to keep up with the pounding. Concentrate party attacks on one golem and take it down quickly. If you run into trouble, back out of the room in a slow retreat and hit the remaining golems with ranged attacks to weaken them. Repeat all attacks on the second golem, and finish off the third before your healing runs out.



In the central square room, invading darkspawn battle regular darkspawn. Circle the room and pick off any survivors of the small skirmishes. Try not to pull multiple enemy groups at your party at once.

Note: In the side chamber northeast of the central square chamber, you can find more lyrium sand for the "Bombs Away!" side quest. If you head south into the small side room, you can also discover the "Memories of the Stone" side quest.



Another massive darkspawn-on-darkspawn battle takes place at the forge. Wade into the fight carefully as the two forces can easily overtake you if you plunge in between the two main groups. Rather, stand back on the stairs and rain AoE on each group. When darkspawn splinter off and charge, your tank and melee DPSers can meet them at the base of the stairs. Eventually, there will be piles of darkspawn bodies everywhere.
Note: On the western side of the forge, search the iron deposit for iron ore if you want to advance the "Elemental Requirements" side quest.



On the eastern side of the forge, pick up the damaged axe on the floor and search the area for more loot. The lyrium bucket near the forge will trigger a party dialogue (if you have Anders in your party and agree with his thoughts on lyrium, you gain +10 approval boost). Use the nearby anvil to repair the damaged equipment you've been picking up throughout Kal'Hirol. If you have them all, the repairs will fetch you the following magic items: Heirsplitter (axe), Valos Atredum (maul), Greaves of Hirol's Defense (massive boots), and Breastplate of Hirol's Defense (armor).
Note: All the damaged equipment you picked up throughout Kal'Hirol can be repaired on the anvil at the forge.



Leave the forge and travel south. A few hurlocks block your path as you enter the next chamber. After you slay the hurlocks, speak with Steafan imprisoned in the cage hanging over the lava. See the "Wrong Place, Wrong Time" quest in the Side Quest chapter for the various possibilities regarding Steafan's release.



You witness a gruesome sight in the next passage: childer hatchlings feast on what appears to be decaying darkspawn bodies. Slay these despicable creatures one by one before they have

any chance of surrounding you.



In the southeast chamber, a series of runes lines the walls around a sealed sarcophagus. Activate the runes so that each rune matches the symbol on the stone wall behind it. Once all runes are properly aligned, the sarcophagus opens and reveals the Gauntlets of Hirol's Defense and the Nature's Blessing amulet.



The next set of passages holds many childer creatures. Proceed slowly and engage only a single group at a time before moving on. West is the exit to the Lower Reaches; however, you don't want to miss the treasury to the south and its five treasure chests.



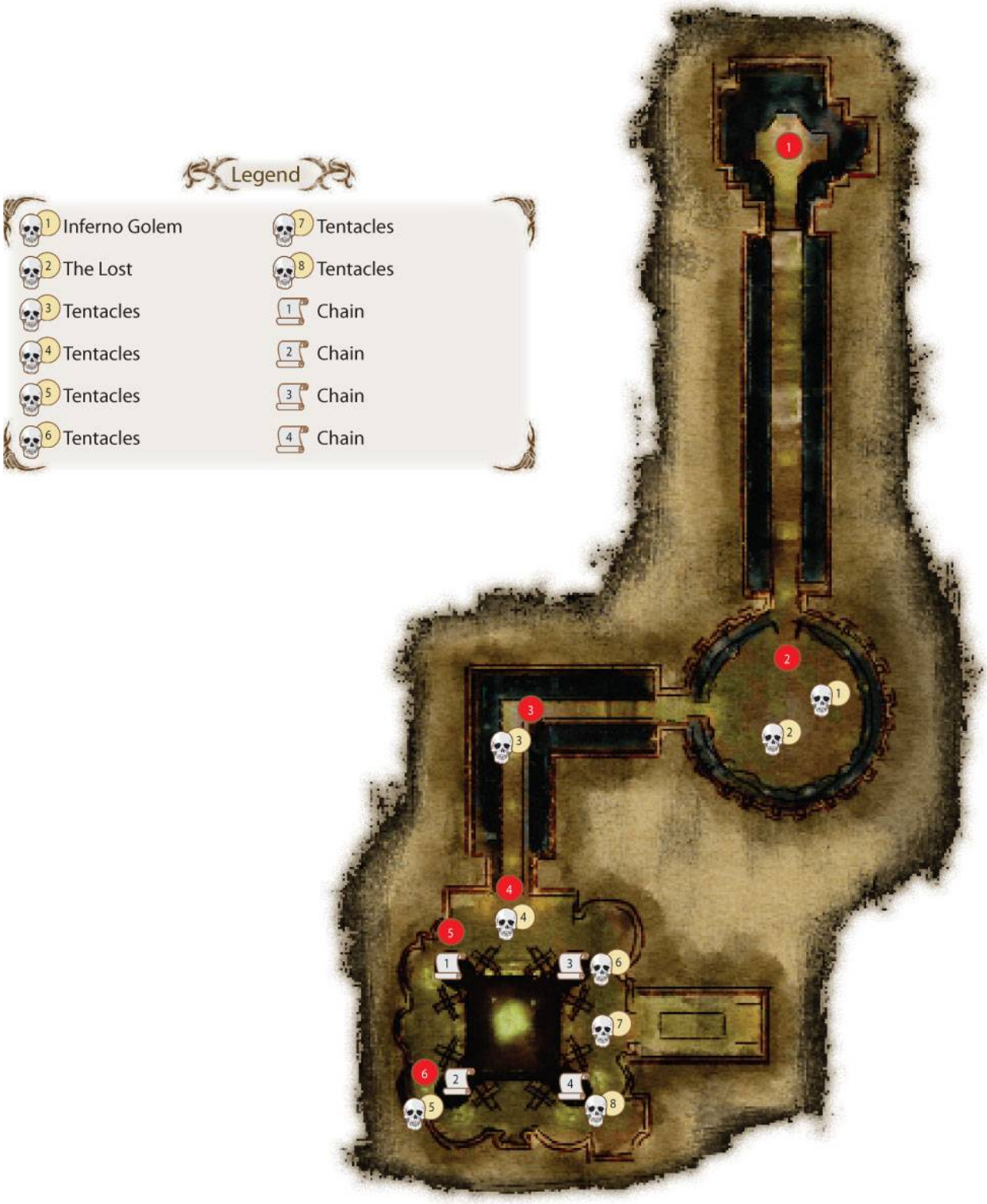
In the final chamber, invading hurlocks hack away at childer hatchlings. It's a large brawl, so keep your party back to avoid flanking. Use your stronger ranged attacks to whittle down either side and let the stragglers come to you. A few well-placed AoE attacks will reduce the numbers to manageable levels quickly.

Note: A lever to the north of the Lower Reaches entrance opens a secret passage back up to the earlier Trade Quarter rooms. It's a quick way back in case you missed something.



You've found the entrance to the Lower Reaches! Heal up and descend once you're ready for two epic battles.

Lower Reaches



Runthrough (Lower Reaches)

Summary: Slay the Lost and the broodmothers to avenge the fallen legionnaires.

1 - Enter the Lower Reaches.
2 - Battle the Lost and the inferno golem.
3 - Prepare for the first tentacle barrage from the broodmothers.
4 - Enter the broodmother chamber.
5 - Destroy the first chain.
6 - Destroy the second chain and crush the broodmothers.

Lower Reaches Cheatsheet

Main Plot Quest

Last of the Legion

Important NPCs

Sigrun

Key Items

None

Monsters

Inferno Golem

The Lost

Tentacles

Side Quests

Golem's Might



Enter the Lower Reaches and turn left at the first platform. It's a long run down to the next chamber, but don't rush in unless you're prepared for a big battle.



When you enter the second chamber, you witness the Lost's pet, an inferno golem, tear apart the commander of the invading darkspawn sent by the Architect to destroy the Lost. After a moment, the Lost turns his attention on your party. He sends the inferno golem to smash you to pieces as he summons forth an Inferno. You can't retreat back down the corridor (it

magically seals behind you), so your only choice is a fight to the death.



Match your tank on the inferno golem and keep it off the rest of the party. The golem hits really, really hard, so keep your healer on the tank. Send Sigrun (or any other rogue) directly at the Lost and stun him immediately to prevent the Inferno from finishing. If you have ranged attacks, use those to impede the Lost's spellcasting. Stay close to the Lost so that he can't catch you in a nasty AoE. The tank should circle the battle against the Lost in the chamber's center, holding the golem's full attention until the other two party members kill the Lost. At that point the full party strength can finish off the golem. You'll be rewarded with the Staff of the Lost, the Battlemage's Cinch, the Inferno Golem Shell, a flawless ruby, and a flawless diamond. The shell is one of the ingredients in the "Golem's Might" side quest.



Exit the Lost's chamber and follow the passage down to the broodmother chamber. After you turn the corner, expect your first attack from broodmother tentacles. They burst out of the stone floor around the corner and ambush you. As with all tentacle attacks, send the melee DPSers to engage the tentacles and back everyone else out to ranged attack range to minimize damage.



Enter the broodmother chamber and fight through more tentacles. You'll spot four chains at the

corners of the broodmother pit. You need to destroy two of these chains to crash the ceiling down on the broodmothers.



Turn right and go for the first chain. You can also go around to the left, but there's a little more resistance that way. Cut the chain and move to the next corner.



Battle more tentacles and then cut the second chain. The ceiling caves in, and it's the end of

this broodmother birthing chamber. Sigrun thanks you for the help, and you can ask her to join the Grey Wardens before she departs for more Deep Roads adventures. Return to Vigil's Keep when you're ready for the next challenge: saving Amaranthine.

Achievement & Trophy Tip: Savior of Kal'Hirol

When you crush the broodmothers at the end of Kal'Hirol, you earn the "Savior of Kal'Hirol" Achievement/Trophy.

Siege of Vigil's Keep

Note: After you complete the three main quests and speak with Varel, you will go to war against the invading darkspawn armies. Your party will head to Amaranthine where the battle is already underway. After combat at Amaranthine's main gate ends, you will be given a choice: save Amaranthine or save Vigil's Keep. You can only choose one; the other will be destroyed.

Going to War



When you return to Vigil's Keep's throne room after completing the three major quests —"Shadows of the Blackmarsh," "The Righteous Path," and "Last of the Legion"—Seneschal Varel will have one final quest for you. Speak to him when you are fully geared and have spent most of your money upgrading runes, bulking up your store of potions, and swapping inventory equipment until your four main characters have the best of the best.
News reaches you that a darkspawn army advances on the city of Amaranthine. It will take too long to mobilize the keep's forces to stop an attack, so you volunteer your party to intercept. Choose your party wisely. Depending on your forthcoming actions, these may be the final party members for the rest of the game.

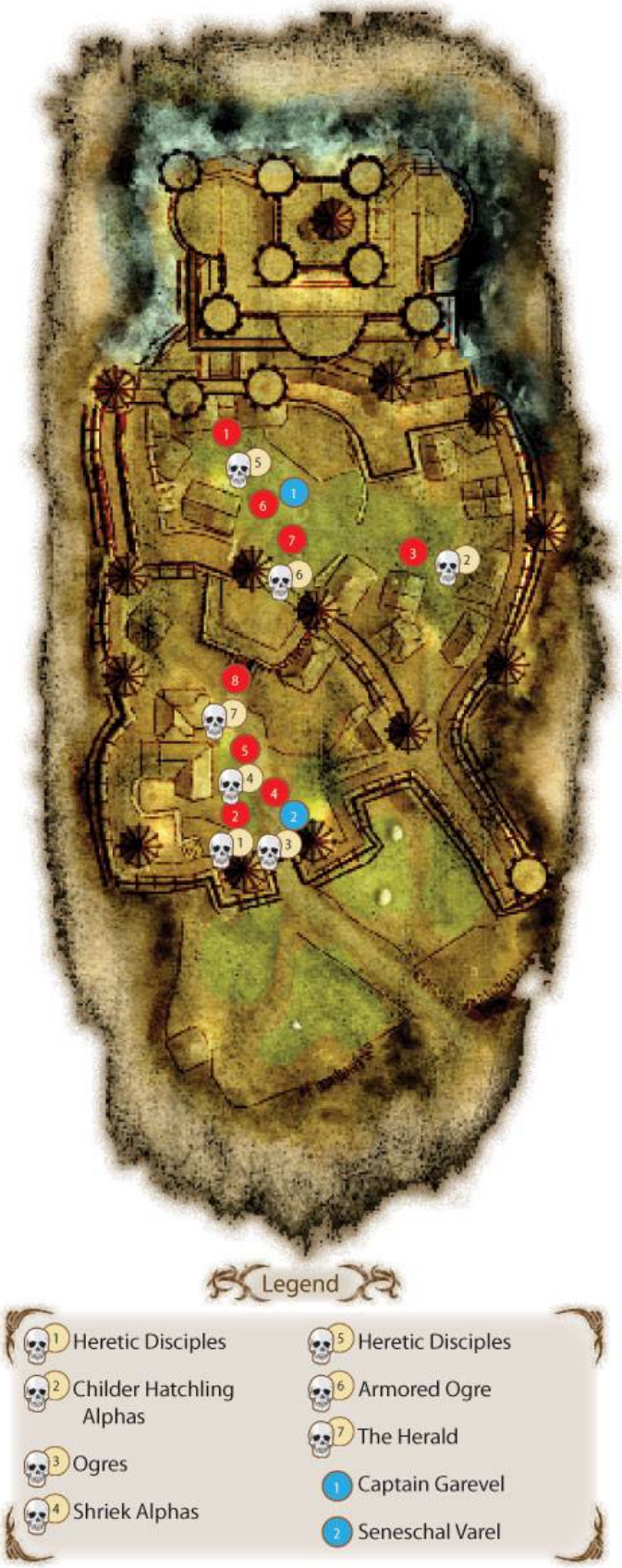


Go straight to Amaranthine, where the battle has already begun. Darkspawn swarm the city, and you enter combat as soon as you arrive at the front gate. Fight through the genlocks, hurlocks, and childers to save the citizens at the gate. If your party starts to get flanked, retreat to your starting location where you can only be attacked head on.



Once the first combat ends, Constable Aidan approaches and explains that the city may be lost. Darkspawn somehow poured into the city during the night and ravaged the population. The city guard is in disarray and under constant attack. Before you can make a decision, a messenger from the Architect arrives and informs you that the Mother's darkspawn army moves on Vigil's Keep. While you're occupied here, the Mother wants Vigil's Keep destroyed. You now have a choice: save Amaranthine or save Vigil's Keep. You cannot save both. Despite the current state of affairs in Amaranthine, it can be saved with some hard work, or you can give the command to burn the city to the ground and race back to Vigil's Keep to support your fellow Grey Wardens. If you choose to save Vigil's Keep, read the next section; if you choose to save Amaranthine, skip the next section and read the following section.

Siege of Vigil's Keep



Runthrough (Siege of Vigil's Keep)

Summary: Survive the siege on Vigil's Keep.

1 - Enter the courtyard.
2 - Battle the first wave at the front gate.
3 - Rally to the east gate defenses.
4 - Battle the second wave at the front gate.
5 - Battle the third wave at the front gate.
6 - Return to the courtyard to slay the heretic disciples.
7 - Survive the mighty armored ogre.
8 - Finish off the Herald.

Siege of Vigil's Keep Cheatsheet

Main Plot Quest

The Awakening

Important NPCs

Captain Garevel

Seneschal Varel

Key Items

Barbed Fists

Blessing of the Divine

Helm of Dragon's Peak

Monsters

Armored Ogre

Childer Hatchling Alphas

The Herald

Heretic Disciples

Ogres

Shriek Alphas

Side Quests

None

Achievement & Trophy Tip: The Enduring Vigil



You earn "The Enduring Vigil" Achievement/Trophy if you fully upgrade Vigil's Keep for the siege. You must have the city walls constructed by the dwarf Voldrik, your men completely outfitted by Master Wade, and Vigil Keep's basement cleared of all darkspawn and the Deep Roads sealed off. To do all this and earn the achievement/ trophy, you need to complete the following side quests: pay 80 sovereigns and find granite for Voldrik in the quests "Cost of Doing Business" and "What Is Built Endures," find iron ore, silverite ore, and veridium ore for "Elemental Requirements," and seal off the Deep Roads beneath the keep by completing "It Comes from Beneath" and "Sealing the Great Barrier Doors." See the Side Quest chapter for complete details.

The darkspawn have already launched the first attack on the keep walls as you leave the throne room. How long the keep lasts depends on the Vigil's Keep side quests you performed throughout the game. If you upgraded the walls through Voldrik ("Cost of Doing Business" and "What Is Built Endures"), ogres will not be able to break through the walls. If you upgraded your soldiers' armor through Herren and Wade ("Elemental Requirements"), the soldiers will be tougher. If you sealed off the underground entrance in the Vigil's Keep Basement ("It Comes from Beneath" and "Sealing the Great Barrier Doors"), darkspawn will not sneak through the basement and attack women and children during the siege.
Captain Garevel meets you in the courtyard and tells you that darkspawn attack different sections of the keep. You'll need to bounce around to the different sections to ensure that no darkspawn breach the inner defenses. Your first battle is to the south at the front gates.

The Army Picker

You have allies in the battle to save Vigil's Keep. Depending on your actions and

accomplishments throughout the game, various factions join to fight the darkspawn. The Army Picker allows you to select armies to be deployed in specific areas. Each army is represented by an icon and number that shows how many combatants comprise the army. Each army can be deployed only once, and only a single army can be active in one area. Once an army has been defeated in an area, you can deploy another army. Your allies are composed of: Archer: A skilled archer in a high perch awaits the Warden-Commander's choice of target. Note that if you acquired Jacen, the archer ability will cause 50 percent more damage. Dworkin: The dwarf will bombard any area the Warden-Commander orders. Friendly fire possible. Note that if you upgraded Dworkin's bomb-making ability by completing the "Bombs Away!" side quest, his damage will be 50 percent higher. Infantry (18): The Vigil's infantry are competent, professional soldiers sworn to defend the arling of Amaranthine. Knights (12): The knights of Amaranthine are elite warriors, each the product of a lifetime of individual training. Militia: The arling's commoners are comfortable with bows, but cannot stand as long as professional soldiers in melee combat.

Note: During the siege, darkspawn swarm different sections of the keep. Expect heavy resistance from all forms of childers, genlocks, hurlocks, and shrieks. The enemies marked on the map are the primary foes for each encounter, not the hundreds of darkspawn grunts. Defeating the primary foes in each keep section prevents more darkspawn from spawning in the area.



As you descend the steps to the front gate, genlocks and childer grubs assail you left and right. Wade through the creatures as best you can to reach the front gate. Stay together as a party for maximum support and try to pick your fights in areas where you can't get flanked easily. While fighting the normal darkspawn, look for heretic disciples to emerge through the gate.

Tip: Deploy the Militia from the Army Picker during the first wave at the front gate or the childer attack on the east gate. If you can hold off while fighting the heretic disciples' forces, save the Militia for the later battles.

Once you spot a heretic disciple, cut free from whatever foes you're currently battling and go after the disciple. You must defeat the disciples to stop the other darkspawn from spawning in the area. After you slay the heretic disciples, finish off whatever darkspawn remain in the area and wait for Captain Garevel to signal that the area is secure.



Swing back up to the courtyard and go east to the side gate. All forms of childers rush into the small courtyard and attack the soldiers between the buildings. Seek out the childer hatchling alphas and make them your priority. Deal with all the childer hatchling alphas to prevent more spawning and you can get a handle on the remaining childers in the area. Eventually, Captain Garevel will signal that the area is secure.

Tip: Deploy the Infantry from the Army Picker during the ogre attack on the front gate for much-needed defensive support.



After the childers are slain, return to the front gates. Seneschal Varel is under attack by ogres and even greater numbers of darkspawn. Target the ogres to shut down the spawn in the area. Rush to Varel's aid, but you will be too late. Varel dies in his attempt to defend the keep, though you can finish what he could not.

Note: After defeating the ogres at the front gate, you gain access to the keep medic. She sells you health poultices and lyrium potions at a very large discount.



Stand tall for the next enemy wave at the front gate. After you have a moment's rest where you can stock back up at the keep medic, alpha shrieks and more darkspawn charge through the front gates. If you haven't used the Militia or Infantry yet from the Army Picker, you can deploy them here to help out. Stay together as a party, move from alpha shriek to alpha shriek slaying each, then clean up the rest of the miscellaneous darkspawn in the area. Captain Garevel will signal when the area is secure.

Tip: Deploy the Knights from the Army Picker during the heretic disciples' attack on the courtyard for much-needed defensive support.



Return to the courtyard up top and engage the heretic disciples. Rely on some support to battle the many heretic disciples, such as the Knights from the Army Picker. This fight will likely take longer due to your foes' toughness, so take it slowly and don't engage multiple disciples if you can help it.

Tip: Deploy Dworkin's bombardment attack from the Army Picker during the battle against the armored ogre. It takes serious damage to take it down. Just be sure you back up when Dworkin unleashes his explosions.



After the heretic disciples are down, a massive armored ogre assaults the keep. It will take all your efforts to bring the beast down. Send the tank directly at the ogre and keep the party healing on the tank so that he stays above 50 percent health at all times. Try to sneak a rogue behind the ogre for backstabbing, or another melee DPSer for maximum damage while staying relatively protected in the ogre's blindside. Unless you have superior gear, the ogre's grab maneuver will take a character down quickly; the healer must Heal, Group Heal, Lifeward, or throw up a Force Field immediately when this occurs or you'll have one dead party member. Also, watch out for its whirlwind attack, which deals tremendous damage to all adjacent melee attackers. When the ogre begins to spin, jump out of the way or activate a defensive maneuver, such as a rogue's Ghost talent. Hit the armored ogre with everything you've got to slay it before it slays you.

After the battle, you can loot the armored ogre for two superb magic items: the Helm of Dragon's Peak and Barbed Fists.

Tip: Deploy the Archer from the Army Picker when you confront the Herald. The Archer's single-target damage supplements your party's attacks well.

Note: If you have completed all the necessary side quests and earned the Enduring Vigil achievement, you will face the Herald as described in the next section. If you do not have Enduring Vigil, the armored ogre is the last foe you must defeat in the siege.

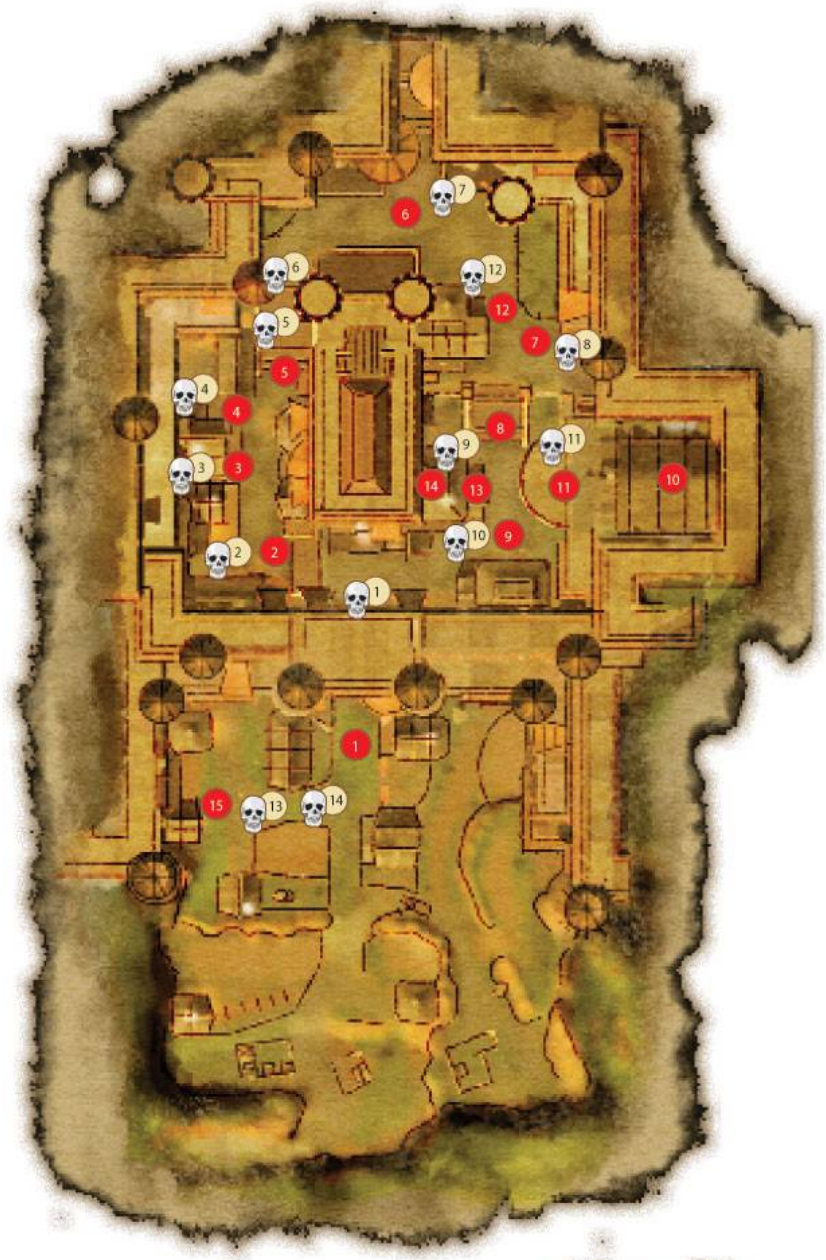


With all its minions fallen in battle, the Herald enters the keep as the last foe to carry out the Mother's plan to destroy Vigil's Keep. After dispatching the armored ogre, heal up and descend the stairs to the front gate. You'll see the Herald in the distance. Similar to the armored ogre battle, send the tank and melee DPSers directly at the Herald with ranged attackers and healers hanging back. Maintain steady healing on the tank, and as long as the tank can hold the Herald's attention, you should bring him down in a long fight. If the general of the darkspawn army gets loose and starts one-shotting your weaker companions, you're in trouble. If damage mounts on a party member, immediately activate your best defensive talent or spell to survive the Herald's barrage. It's better to keep your characters alive than to worry about sneaking in extra damage. You're in the fight for the long haul.
After the battle, you can loot the Herald for the excellent Blessing of the Divine ring.

Achievement & Trophy Tip: Keeper of the Vigil

Once you save Vigil's Keep from the darkspawn siege, you earn the "Keeper of the Vigil" Achievement/Trophy. Note that you can only receive this reward or "Amaranthine's Last Hope" during a single playthrough. When the armored ogre and the Herald finally fall, Vigil's Keep is saved. Now all that remains is to journey to the Mother's nest and slay the abomination that has caused all this death and misery.

Siege of Amaranthine



Legend

1. Childer Hatchling
2. Genlocks & Hurlocks
3. Adult Childer & Hurlocks
4. Childer Grubs & Genlocks
5. Genlocks Shadows & Shrieks
6. Hurlock Emissary & Grunts
7. Hurlock & Ogre
8. Childer Hatchling, Genlock, & Hurlock
9. Hurlock Emissary & Hurlocks
10. Genlock Alpha & Genlocks
11. Genlocks, Hurlock Guardian, & Hurlock Snipers
12. Adult Childers & Childer Hatchlings
13. Armored Ogre
14. Disciple General

Runthrough
(Siege of Amaranthine)

Summary: Survive the siege on Amaranthine.

1 - Approach the fighting within the city.
2 - Save the first group of city guards.
3 - Save the second group of city guards.
4 - Save the third group of city guards.
5 - Withstand the darkspawn reinforcements on the stairs.
6 - Save the fourth group of city guards.
7 - Save the fifth group of city guards.
8 - Save the sixth group of city guards.
9 - Save the seventh group of city guards.
10 - Regroup in the Chantry.
11 - Exit the Chantry and rejoin the fray.
12 - Slay the childers pouring out of the Crown and Lion.
13 - Track the disciple general into the Crown and Lion.
14 - Enter Smuggler's Cove and destroy the second disciple general and adult childer.
15 - Save Amaranthine by defeating the armored ogre and final disciple general.

Siege of Amaranthine Cheatsheet

Main Plot Quest

The Awakening

Important NPCs

Captain Garevel

Constable Aidan

Key Items

None

Monsters

Adult Childers

Armored Ogre

Childer Grubs

Childer Hatchlings

Disciple Generals

Genlock Alpha

Genlock Shadows

Genlock Grunts

Genlocks

Hurlock Emissary

Hurlock Grunts

Hurlock Guardian

Hurlock Snipers

Hurlocks

Ogre

Shrieks

Side Quests

None

Note: If you ask the Messenger to fight with you, the Architect's minion will accompany you as a roving NPC to battle the darkspawn.



Once you choose to abandon Vigil's Keep and save Amaranthine, prepare for a nonstop run

through the city to thwart the darkspawn siege. From the battle at the main gates, run north to the first intersection and pick off a straggler childer hatchling as you turn left toward the Market District.



Genlocks and hurlocks attack the first city guard group in the Market District. Rally to the guards' defense and charge right in. The longer you wait, the better chance the darkspawn have to defeat the guards, so don't waste any time with elaborate battle plans. It's time for brute force.



An adult childer and hurlocks pin the second guard group in the side alley north of the first market encounter. Get to them as quickly as you can and let your high DPSers do their thing. The more guards that you save early on, the easier it will get as you proceed. Guards that you save join you to fight darkspawn in the immediate area.



Genlocks and childer grubs surround the third guard group near the northern stairs out of the market to the back of the city. This third group isn't as tough as the second enemy group;

however, darkspawn reinforcements will pour down the nearby stairs and try to overwhelm you as you approach.



When you near the stairs, watch for the genlock shadows and shrieks who will suddenly appear behind you for backstab attempts. Keep your party together and advance on the stairs slowly after you've saved the third city guard group. A second wave of reinforcements, including a hurlock emissary, will slow you down on the steps. Proceed only after dispatching these enemies or else you'll be harassed later from the back and front.



An ogre and its smaller hurlock companion terrorize the fourth city guard group. Run your tank toward the ogre and taunt it away from the guards or they'll be dead in seconds flat. Let your tank absorb damage with healing backup as the rest of the team mounts damage on both the ogre and hurlock. Once the two enemies fall, continue southeast to the next enemy targets with more guards in tow.



Your momentum should start building by this point, and the battles should go smoother with

more city guards aiding each other. Wipe out the childer hatchling, genlock, and hurlock surrounding the fifth city group and save them.



Head south to the stairs and attack the hurlock emissary and hurlocks at the corner of the Crown and Lion Inn. If the guards are near death, switch to range at the top of the stairs and kill the enemies with single-target damage (not AoE damage!).



The last city guard group defends against a genlock alpha and genlocks. Hit the darkspawn from behind as they focus on the guards. They won't stand a chance if you hit them hard and get even a little bit of support from the remaining guards.



With all seven city guard groups saved, the militia captain warns you that a greater wave of enemies is about to roll into the city. He suggests that you retreat to the Chantry where a stronger defense can be mounted. You retreat to the Chantry, where you can heal up and collect your thoughts before part two of the battle.



While in the Chantry you learn that the darkspawn continue to enter the city through the Crown and Lion Inn. You must shut down their entry point to save the city guard (it's the trapdoor in the back of the inn that leads to Smuggler's Cove). Exit the Chantry and battle the darkspawn immediately outside the Chantry doors. The tank should match up against the hurlock guardian, and ranged attackers should take down the hurlock snipers. If you have a rogue capable of deadly backstabs, flank the rogue around to the guardian or a sniper, whichever is giving you more trouble.



Childers begin to emerge from the Crown and Lion. If you give these darkspawn time, they will build up to unholy numbers. You must slay the adult childers to shut down the enemy spawn in the area (otherwise the childers will continue to arrive from the Crown and Lion doorway). Once all the adults are dead, clean up the remaining childers and then enter the Crown and Lion.



Inside the Crown and Lion, genlocks and childers protect a disciple general. Cut through the

weaker darkspawn and try to get at the disciple general near the stairs. Once he takes a few blades to the chin, the disciple general will retreat to the back rooms (in front of Kristoff's room from the "Shadows of the Blackmarsh" quest). Finish off him and any remaining darkspawn. The trapdoor to Smuggler's Cove is in the back corner of the storage room. You must enter it to chase down the remaining generals.



Down in Smuggler's Cove, exit the basement area to the secret beach. The disciple general will send genlocks, hurlocks, and more childers at you. Stay together and fend off these foes as you advance on the general. When you can reach him with melee, stun the general with several party attacks in a row to pin him down and deliver the killing blow quickly. You can loot Flemeth's Broomstick and the Elementalist's Grasp light gloves from the general's corpse.
The fight down in the cove, however, isn't over yet. Darkspawn continue to attack. Press into the constricted southwest corridor and go after the adult childer in the rear. You must defeat the adult childer to stop the enemy spawn in the area. After you slay all remaining foes, you can return to the city streets.



Track down the final disciple general back up in the city streets (in almost a full circle from where you started the whole run). Unfortunately, the general is not alone; a massive armored ogre joins him for the final assault. Take out the ogre first because its damage output is much more dangerous.

Send the tank directly at the ogre and keep the party healing on the tank so that he stays above 50 percent health at all times. Try to sneak a rogue behind the ogre for backstabbing, or another melee DPSer for maximum damage while staying relatively protected in the ogre's blindside. Unless you have superior gear, the ogre's grab maneuver will take a character down quickly; the healer must Heal, Group Heal, Lifeward, or throw up a Force Field immediately when this occurs or you'll have one dead party member. Also, watch out for its whirlwind attack that deals tremendous damage to all adjacent melee attackers. When the ogre begins to spin, jump back out of the way or activate a defensive maneuver, such as a rogue's Ghost talent. Hit the armored ogre with everything you've got to slay it before it slays you.

Achievement & Trophy Tip: Amaranthine's Last Hope

Once you save Amaranthine from the darkspawn siege, you earn the "Amaranthine's Last Hope" Achievement/Trophy. Note that you can only receive this reward or "Keeper of the Vigil" during a single playthrough. After the armored ogre falls, turn toward the disciple general. With no other minions left to defend him, the general will eventually go down to your synchronized party attacks. The surviving citizens will gather and applaud your heroic efforts. Among the cheering citizens are a merchant and an enchanter. Visit them as you complete your preparations for the final battle. You have saved the city, but at a terrible price to your own home. It's time for the Mother to pay for her crimes.

Lair of the Mother





Note: Journey to the Dragonbone Wastes when you are ready for your final quest to destroy the Mother. The game ends after defeating the Mother, so make sure you have finished off any side quests

and equipped your end-game gear before leaving for the Wastes.

Dragonbone Wastes

Runthrough (Dragonbone Wastes)

Summary: Discover the entrance to Drake's Fall.
1 - Enter the Dragonbone Wastes.
2 - Encounter childer hatchlings versus a disciple and genlocks.
3 - Fight more childer hatchlings.
4 - Prepare for an ambush in the canyons.
5 - Slay the childer hatchlings before entering the Drake's Fall courtyard.
6 - Beat the high dragon to enter Drake's Fall.

Dragonbone Wastes Cheatsheet

Main Plot Quest

Depths of Depravity

Important NPCs

None

Key Items

Fadewalker

Quicksilver

Monsters

Armored Ogre

Childer Hatchlings

Disciple

Genlock Emissary

Genlocks

The High Dragon

Hurlocks

Side Quests

None



You arrive in the Dragonbone Wastes to a full moon and an empty landscape. Nothing is around at the entrance. That will soon change.
Up the path, a disciple battles a group of childer hatchlings. Let the two sides damage each other for a few seconds before you approach too close. Hit the largest group with a powerful AoE to thin the numbers before engaging in melee to crush the rest.



Slice through a second group of childer hatchlings to reach the pile of bones along the right side of the slight hill. Slip into the new Fadewalker boots found in the bones, which are likely an upgrade for one of your party members.



A stretch of short canyons wrinkles the land over the slight hill. Genlocks lie in ambush on either side, including two genlock emissaries and an armored ogre. Inch up and pick off the normal genlocks with single-target ranged attacks. When you spot a genlock emissary or the

armored ogre, cast a powerful AoE on the unsuspecting darkspawn (Inferno or Blizzard work great). Hold your ground and let the AoE damage hurt or kill your target. Anything that charges out of the AoE at you will be weakened and an easier foe for your melee DPSers.
Caution: Do not enter the Drake's Fall courtyard until all the childer hatchlings are dead. Once you set foot in the courtyard, a high dragon arrives, and you don't want to fight a dragon and childers at the same time.

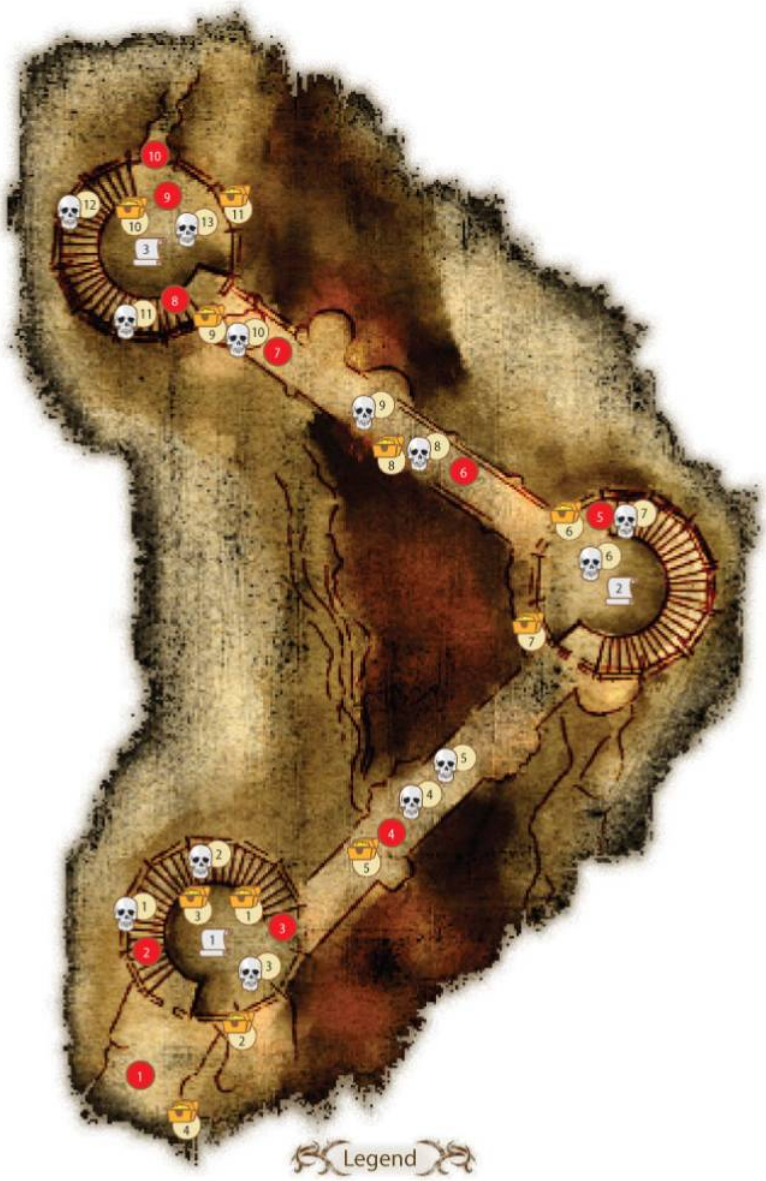


Head south to the gate leading into the Drake's Fall courtyard. Childer hatchlings attack hurlocks in a chaotic sea of limbs and froth. Wait for the childer hatchlings to defeat the hurlocks and then face off against them at the gate. Only after the childer hatchlings are dead, and you've healed back up to full, should you enter the courtyard.



Setting foot in the courtyard summons a high dragon. You can't enter Drake's Fall until you beat the dragon. Fan your party out so the dragon's AoE breath attack can't hit more than a single party member. Send in the tank to hold the dragon's attention. The healer concentrates all healing on the tank, unless the dragon catches another party member unaware. Use whatever tricks you have at your disposal: Force Field to protect a wounded ally, Time Spiral to double-cast spells such as Inferno or Group Heal, poison on your weapons, etc. You'll go through quite a few stamina draughts, lyrium potions, and health poultices before you're through. When you're ready to enter Drake's Fall, search the pile of bones near the door for the Quicksilver helmet.

Drake's Fall


Legend
1 Genlocks & Hurlock Alpha
2 Genlocks & Hurlock Alpha
3 Armored Ogre & Heretic Disciple
4 Childer Grubs, Disciple, & Disciple Alpha
5 Childer Grubs
6 The Architect
7 Utha
8 Adult Childers & Childer Grubs
9 Childer Grubs & Childer Hatching Alpha
10 Adult Childers & Armored Ogre
11 Childer Grubs
12 Adult Childers
13 Heretic Disciple & Childer Grubs
1 Flesh Pod (Crystal)
2 Flesh Pod (Crystal)
3 Flesh Pod (Will of the Undying amulet)
4 Chest (Crystal)
5 Flesh Pod (Crystal)
6 Flesh Pod (Crystal)
7 Flesh Pod (Crystal)
8 Flesh Pod (Vestments of Urthemiel)
9 Flesh Pod (Crystal)
10 Flesh Pod
11 Chest (Crystal)
1 Tower of Flame
2 Tower of Trauma
3 Tower of Healing

Runthrough (Drake's Fall)

Summary: Reach the bottom of Drake's Fall to discover the Mother's lair.

1 - Enter Drake's Fall.
2 - Battle down the first spiral staircase.
3 - Combat the heretic disciple and armored ogre. Activate the Tower of Flame.
4 - Out on the walkway, battle more disciples and grubs.
5 - Choose to side with the Architect or slay him. Activate the Tower of Trauma.
6 - Fight through more childers.
7 - Survive the charge from the adult childers and armored ogre.
8 - Battle down the third spiral staircase.
9 - Kill the final heretic disciple. Activate the Tower of Healing.
10 - Enter the Mother's nest.

Drake's Fall Cheatsheet

Main Plot Quest
Depths of Depravity

Important NPCs

None

Key Items

Crystals

Vestments of Urthemiel

Will of the Undying

Monsters

The Architect

Adult Childers

Armored Ogre

Childer Grubs

Childer Hatchlings

Childer Hatchling Alpha

Disciple

Disciple Alpha

Genlocks

Heretic Disciples

Hurlock Alpha

Utha

Side Quests

Crystals of the Imperium

Crystals of the Imperium



Throughout Drake's Fall, you can activate three ancient Tevinter towers that grant you unique powers in the final battle against the Mother. You must find 12 crystals (four per tower). They can be in flesh pods, locked chests, and on creatures in the area, so search everything. Once you have four crystals, interact with the sockets of one of the towers to activate the ancient magic. The three available powers are: Tower of Flame: Blasts a single target with high-damage flames. Tower of Healing: Heals all allies in a battle. Tower of Trauma: Stuns all creatures in an area. You arrive inside Drake's Fall on a platform adjacent to a large spiral staircase. Out on the platform, look to your right and you'll spot a locked chest. If you have a skilled lockpicking rogue in your party, you can gain one of the valuable Tevinter crystals scattered throughout the area. For more details on the crystals, see the "Crystals of the Imperium" sidebar on this page.



As soon as you enter the first spiral staircase, two groups of genlocks, each led by a hurlock alpha, charge up the stairs at you. Cut them down at the top of the stairs, or the middle of the stairs. Don't descend to the bottom yet or you'll pull the armored ogre and heretic disciple into the mix. You don't want to fight everything in the room at once.



After the genlocks and hurlocks are down, descend and take on the heretic disciple and armored ogre. Whichever character has the best stunning attacks should challenge the heretic

disciple and disrupt his spellcasting. The rest should go after the ogre, with the healer staying on the stairs to heal whoever needs it. If you play it carefully, it's possible to pull the heretic disciple to the stairs by himself, without also pulling the ogre. Search the flesh pods and chest in the immediate area, and you should have at least four crystals to power up the first tower. Plug the crystals into the four empty sockets and activate the Tower of Flame.



Exit the first chamber and walk out on the high balcony leading to the second tower. About halfway across, a disciple, disciple alpha, and tons of childer grubs will attack. Walk slowly down the balcony so you only pull one group at a time. If you run across, the grubs will spawn out of their cocoons and rush at you from all sides. Search for crystals in the flesh pods and dead creatures as you proceed.



The Architect greets you in the second tower. He appears once you walk down to the tower base. The Architect explains how he's been trying to save the darkspawn by freeing them from the call of the Blight, but to do so he needs Grey Warden blood. Much like the Wardens use darkspawn blood for their Joining, the Architect needs Grey Warden blood to give the darkspawn awareness and resistance to the Blight.

Caution: If you choose to ally with the Architect, Justice and Sigrun refuse and will fight to the death to avoid such an alliance.

You can choose to join forces with the Architect or slay him. If you ally with the Architect, he will grant you the powerful Cataclysm AoE flame attack in the battle against the Mother. If you decide that the Architect's crimes are too much, you fight the Architect to the death.

The Architect stands in the middle of the tower and immediately attempts to launch a massive Cataclysm attack. The Architect's companion, Utha, runs down the stairs and flanks you from behind. Interrupt the Architect's spellcasting or everyone in your party is in for a world of hurt. Send the tank versus Utha to keep her at bay, while the other three concentrate on the Architect. Stay in close on the Architect and keep pounding away. You can't escape his Cataclysm when it goes off, so positioning isn't as important as the healer immediately counteracting with a timely Group Heal. When both fall, you can score some sweet loot: Robes of the Architect and Belt of the Architect, plus Doge's Dodger belt on Utha. If you have four more crystals, activate the Tower of Trauma by interacting with the sockets encircling the spot where you battled the Architect.



On the next balcony, advance slowly until you pull a group of childers. Deal with these childers as a tightly positioned party and raid the flesh pod a few paces to your left. This causes a second childer group to attack. If you run into flanking problems, continue to retreat and pick them off with ranged attacks to thin the numbers against you.



Heal back up and then cross the remainder of the balcony. Near the end, you have a difficult fight on your hands: several adult childers and an armored ogre. Try to stun or paralyze the

armored ogre to give you enough time to deal with the adult childers separately. If you must deal with them all simultaneously, retreat slowly and continue to whittle enemy health down with ranged attacks. If you can retreat far enough and throw up a continuous AoE, such as Inferno, you'll force the creatures to pass through and take significant damage to enter melee with you.



When you reach the final tower, childers will assault you on the stairs. As with the other towers, draw the creatures up to you at the top or mid section of the stairs and slay the first two waves here.



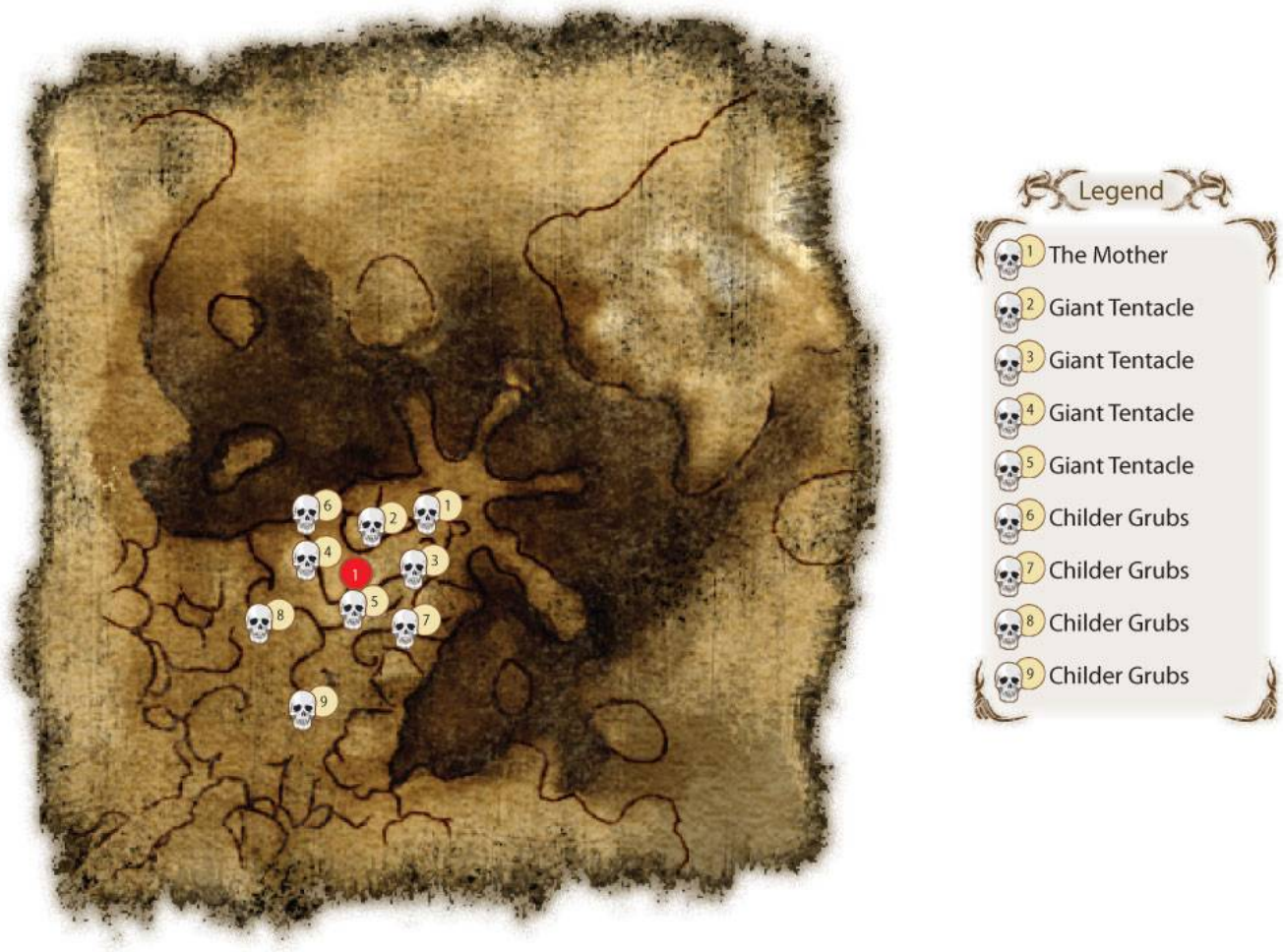
Now move down to the bottom and engage the heretic disciple and childer grubs that defend the Nest entrance. Search the flesh pod and locked chest after the enemy resistance has been silenced. Take your final four crystals and activate the Tower of Healing.



You should now have all three Tevinter powers: flames, stuns, and heals. These will aid you greatly inside the Nest against the Mother. Take one last chance to heal, level up, and make one final equipment check for your whole party. When you're ready for the ultimate boss fight,

enter the Nest and hunt down the Mother.

The Nest



Runthrough (The Nest)

Summary: Defeat the Mother once and for all.

1 - Combat the Mother in a battle to the death.

The Nest Cheatsheet

Main Plot Quest

Depths of Depravity

Important NPCs

None

Key Items

None

Monsters

Childer Grubs

Giant Tentacles

The Mother

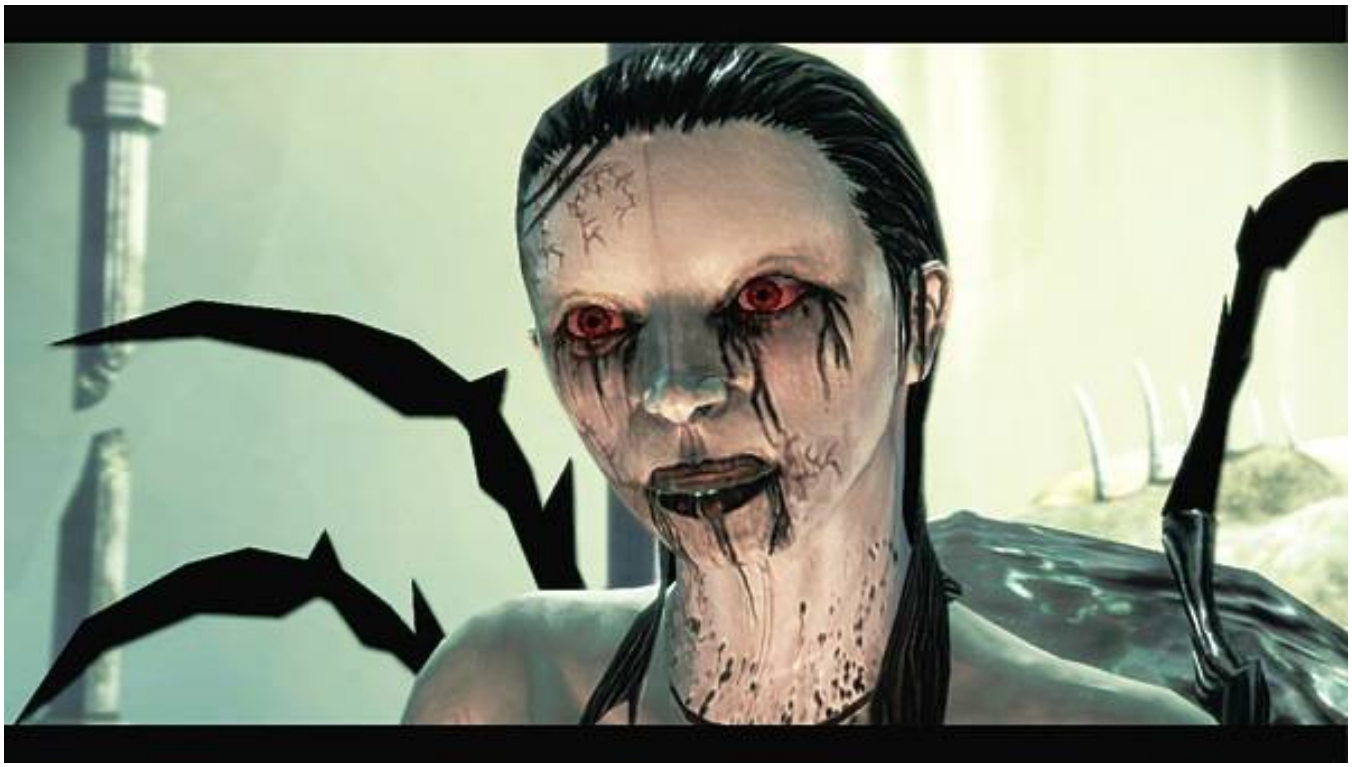
Side Quests

None



When you enter the Mother's Nest, she speaks with you. No matter what you say, expect to end this adventure with an epic battle. It will test your combat skills and party tactics to the fullest. Seasoned Wardens can slay the Mother; others won't last 40 seconds.

The Mother's Special Abilities



Animus Lash: The Mother whips her tentacle in a wide arc, damaging all nearby creatures and knocking them down unless they pass a physical resistance check. Friendly fire possible. Grab: The Mother grabs a target with her tentacle and crushes it repeatedly, dealing normal damage with each hit. Slam: The Mother strikes a target with her tentacle, inflicting significant damage and knocking the target down unless it passes a physical resistance check. Tentacle Ward: For as long as this mode is active, the Mother's tentacle curls into a defensive position, granting it a significant bonus to armor and a chance to resist hostile magic.



At the start of the battle, expect to get hit hard. The Mother's giant tentacles erupt all around you: one on either side of the party and two in front of the Mother. The tentacles will begin slamming party members, or grab one and start crushing the unfortunate victim. The healer should be on alert to heal any party member in need, not just the tank, as the attacks can come from any side. If the healer gets grabbed, it's a big plus if you have a second healer, or at least a mage who can Force Field the healer. Failing that, you'll have to rely on health poultices.

Tip: Use the Tower of Flame ability to destroy one of the Mother's giant tentacles early in the battle. This cuts down on the number of attacks on the party in the long run, though you will have to deal with the first wave of childer grubs when the tentacle dies.



Spread your party out to avoid AoE attacks. You don't want to get slammed by a concentration of giant tentacles, or even get hit by your own AoE damage. Also, keep in mind that it's easier to kill the Mother's tentacles than the Mother herself; however, each time a giant tentacle is slain, the Mother calls in a wave of childer grubs to swarm you. Wiping out tentacles is a good thing; wiping out multiple tentacles in a row is maybe not so good, as you'll spawn a lot of grubs to control at once.

Tip: Use the Tower of Trauma ability to stun a childer grub swarm. During the precious stun time, reposition to avoid any potential overwhelm situation, team up on grubs, and hack away on their exposed backs.



Concentrate all your fire on a single giant tentacle and bring the second tentacle down. Don't worry about the Mother at all; you'll deal with her later, after you have the tentacles and grubs under control. The Mother doesn't move, so you know where her attacks are coming from at all times.

Tip: Use the Architect's Cataclysm spell on a grub swarm or to eliminate several injured tentacles. You can only access this powerful AoE if you allied with him earlier.



You'll hew down the third and fourth tentacles much quicker; they've already taken massive damage by the mid-point of the fight. You may even knock both of them out at once, which means you'll have twice as many grubs to control. Save some AoE to crush the grubs before they flank and overwhelm.



Once the fourth giant tentacle flops to the ground, engage the Mother. Melee DPSers need to get in tight to deal max damage, and the Mother will punish them with tentacle slaps or grabs. The healer may not be able to keep up, so melee party members should pop a health poultice whenever they drop near 50 percent.

Tip: Use the Tower of Healing ability to heal if your healer's spells are on cooldown and you need a quick boost. Of course, if anyone is in danger of dying, trigger the tower's ability, which may be early against the four giant tentacles or late against the Mother's formidable attacks.



Pour on all the damage you can to kill the Mother before she kills you. At this point, it doesn't matter if an ally drops in combat; you need to out-race the Mother in damage. If you have any Tevinter powers left, trigger them in these final seconds.





With the final blow, the creature that caused so much tragedy across the land of Amaranthine comes to an end. You slay the Mother so that she can no longer breed nightmarish children to plague the land. You walk away to repair an arling that needs more devotion to its people than to the art of warfare.

Achievement & Trophy Tip: Awakening

Once you kill the Mother and finish the game, you earn the "Awakening" Achievement/ Trophy. Congratulations! You've quested hard and deserve the accolades. More challenges await in a land plagued by darkspawn and other evils, but for now you can rest secure in the knowledge that you have left the world a better place than it was before you took up sword and shield.

Side Quests
The Blackmarsh



The Blackmarsh Undying



Legend

- "The Stone Circle"
- "A Maiden in Distress"
- Veil Tear Apparatus ("Tears in the Veil")
- Veil Tear Apparatus ("Tears in the Veil")
- Runic Pedestal ("The Stone Circle")
- Veil Tear Apparatus ("Tears in the Veil")

Return to the Blackmarsh



Legend

- Iron Chest for "Tears in the Veil" (Boots of the Sentinel)
- Runic Pedestal for "The Stone Circle" (Gladiator's Belt)
- Iron Chest for "Tears in the Veil" (Gauntlets of the Sentinel)
- Iron Chest for "Tears in the Veil" (Helm of the Sentinel)
- Ser Alvard's Sword
- Dragon Bone
- Eldest Dragonbone ("Worked to the Bone")
- Queen of the Blackmarsh
- Queen of the Blackmarsh's corpse (Spellminder robe, Toque of the Oblivious helmet, Rough-Hewn Pendant, Earth bound ring)

The Burden of Guilt

Type: Exploration
Start: The Blackmarsh
Destination: The Blackmarsh
Task: Find a hidden cache
Quest Tips: A merchant betrayed several people to the baroness in exchange for treasure, and his guilt drove him to suicide. The suicide note contains a map to his hidden cache. Pick up the Ancient Letter under a stack of crates (see map) and locate the hidden cache in an overturned barrel in the northern section of the Blackmarsh (see map).
XP Reward: 1,000 XP
Money Reward: Diamond, Ruby, Sapphire, 1 sovereign
Item Reward: None

The Lost Dragon Bones

Type: Exploration
Start: The Blackmarsh
Destination: The Blackmarsh
Task: Locate five missing dragon bones and reattach them to the dragon skeleton
Quest Tips: See the Blackmarsh map for the location of all five dragon bones. Return each bone to the dragon skeleton (where you first gain the quest). Four of the bones are in the main Blackmarsh area, and you find the fifth only after defeating the baroness and searching the docks. When you return the fifth bone, you summon the Queen of the Blackmarsh, a powerful spectral dragon from the Fade. Lightning strikes down and destroys the mysterious barrier previously obstructing the path up to the mountaintop. Climb the mountain and defeat the Queen of the Blackmarsh, but be forewarned—it's a very difficult fight. You must be at least level 24, and should have heavy lightning resistance gear to stand a chance.
When the Queen of the Blackmarsh arrives, spread out your party equidistantly around the dragon. The tank will most likely have to get in tight to deliver higher damage, and a rogue might sneak in for a backstab, but if you can stay back and deal moderate to high damage, stay away from the dragon's melee attacks. When you drop the dragon to approximately 75 percent health, she hides in a protective energy field in the center of the mountain. Eight charged wisps encircle her and slowly pull in toward her. Destroy these wisps as quickly as possible; the more that touch the protected dragon, the more she heals back up. These wisps appear again once or twice more. If your party can deal continuous damage, heal through the Queen's damage spikes (which can one-shot kill a party member if you aren't careful), and prevent the wisps from healing the dragon, you can beat this epic encounter.

XP Reward: 4,000 XP
Money Reward: Flawless Diamond, 14 sovereigns, 9 silvers, 62 bits
Item Reward: Eldest Dragonbone for the "Worked to the Bone" side quest (see the Vigil's Keep section), Spellminder robe, Toque of the Oblivious, Rough-Hewn Pendant, Earthbound ring.

A Maiden in Distress

Type: Combat
Start: The Blackmarsh Undying
Destination: The Crypt
Task: Defeat the Lonely Soul in the Shadowy Crypt
Quest Tips: Follow the Lonely Soul into the Shadowy Crypt when you meet her in the Blackmarsh Undying. She will continue to run away from you as you battle corpses and skeletons in the crypt. Take the eastern passage to finally track her down in the side room. She reveals herself as a hunger demon, and unless you have a high enough Coercion score to convince her to surrender, the hunger demon attacks. Defeat the demon to free the Lonely Soul and earn your reward.
XP Reward: 500 XP (if you persuade her not to fight) or 1,000 XP (if you defeat her in combat)
Money Reward: None
Item Reward: None

Ser Alvard's Missing Sword

Type: Exploration
Start: Merchants' Guild Board in Amaranthine
Destination: The Blackmarsh Docks
Task: Locate the merchant's missing sword
Quest Tips: Accept the quest from the Merchants' Guild Board in Amaranthine. Retrieve the Dock Storage Key from the dead baroness's body and use the key to unlock the docks. Search the crates near the docks for the missing sword (see the Return to Blackmarsh map).
XP Reward: 1,000 XP
Money Reward: None
Item Reward: Ser Alvard's Sword

The Stone Circle

Type: Combat

Start: The Blackmarsh Undying
Destination: The Blackmarsh Undying
Task: Figure out the fire puzzle to unlock a reward
Quest Tips: Complete the Stone Circle puzzle by interacting with the stones in the following order: stone near the open hillside passage (west), stone opposite of the first stone (east), stone south of first stone, stone opposite the third stone, stone opposite the hillside passage, stone opposite the fifth stone. Touching the stones in this order will create a fire hexagon around the runic pedestal in the middle. Greater and lesser rage demons will spawn and attack. Defeat these demons and interact with the active runic pedestal. The quest completes, and back in the real world you gain the Gladiator's Belt if you interact with the runic pedestal there.
XP Reward: 1,000 XP
Money Reward: None
Item Reward: Gladiator's Belt

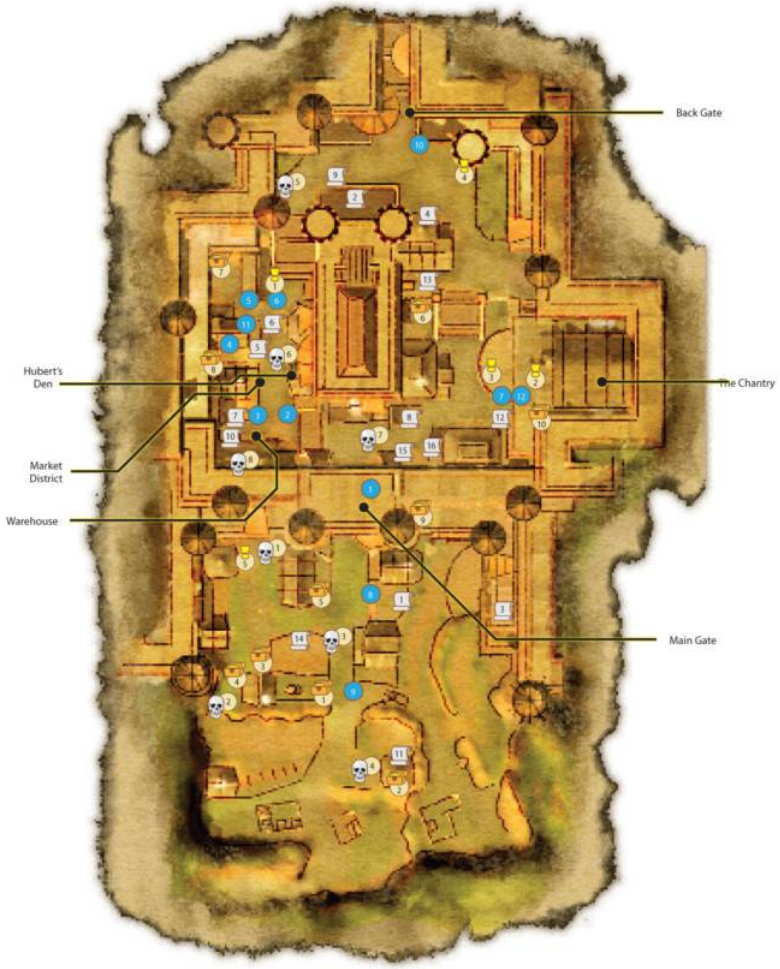
Tears in the Veil

Type: Exploration
Start: The Blackmarsh
Destination: The Blackmarsh Undying
Task: Shut down the Veil tears by slaying the desire demon cabals
Quest Tips: You gain this quest in the physical world (the Blackmarsh), but cannot complete it until you reach the Fade (the Blackmarsh Undying). In the Fade, defeat the three desire demon groups and interact with the Veil Tear Apparatus at each of the three locations (see the Blackmarsh Undying map). This completes the quest, and you can return to the physical world to claim your rewards from iron chests where each apparatus used to be.
XP Reward: 500 XP
Money Reward: None
Item Reward: Boots of the Sentinel, Gauntlets of the Sentinel, Helm of the Sentinel

The Trail of Love

Type: Exploration
Start: The Blackmarsh
Destination: The Blackmarsh
Task: Follow a trail of clues to the long-lost treasure
Quest Tips: See the Blackmarsh map for the quest starting location (exclamation point 1) and trail of clues (scrolls 9-14). Retrieve the floating bottle for the end of this heart-breaking tale and a rather nice ring (+2 to all attributes) as a consolation prize for your efforts.
XP Reward: 1,000 XP
Money Reward: None
Item Reward: Corin's Proposal ring

City of Amaranthine



Legend

- Merchants' Guild Board (Includes the following quests: "Keep Out of Reach of Children," "Maferath's Monuments," "The Merchant's Goods," "Ser Alvard's Missing Sword," "Rumblings from Beneath")
- Chanter's Board (Includes the following quests: "A Donation of Injury Kits," "From the Living Wood," "Out of Control," "Preying on the Weak," "A Donation of Poultices")
- "Ines the Botanist"
- "Freedom for Anders"
- "Smuggler's Run"
- Packed Earth ("The Long-Buried Past")
- Wool Padding ("Golem's Might")
- Note Fragment ("Till Death Do Us Part")
- Pitchfork ("The Scavenger Hunt")
- Pie ("The Scavenger Hunt")
- Poison ("Keep Out of Reach of Children")
- Poison ("Keep Out of Reach of Children")
- Poison ("Keep Out of Reach of Children")
- Poison ("Keep Out of Reach of Children")
- Sole Shoes ("The Scavenger Hunt")
- Karrem ("Till Death Do Us Part")
- Doll ("The Scavenger Hunt")
- Hammer ("The Scavenger Hunt")
- Scarecrow ("A Present for Melisse")
- Soft Ground ("A Present for Melisse")
- Doorstep ("Making Amends")
- Constable Aidan
- Octham the Grocer
- Glassric the Weaponsmith
- Master Henley
- Mervis
- Kendrick
- Wynne
- Colbert & Micah
- Steafan
- Dark Wolf
- Delilah
- Chanter
- Homer's Toys (Bell Collar gift)
- Crate (Discarded Journal gift)
- Chest (locked)
- Chest
- Tree (party dialogue)
- Chest (locked)
- Wooden Crate
- Chest (locked)
- Chest
- Potted Plant gift
- Thugs ("Preying on the Weak")
- Thugs ("Preying on the Weak")
- Thugs ("Preying on the Weak")
- Thugs ("Preying on the Weak")
- Mumbling Man ("Out of Control")
- Rambling Elf ("Out of Control")
- Muttering Elf ("Out of Control")
- Apostate Mage ("Out of Control")

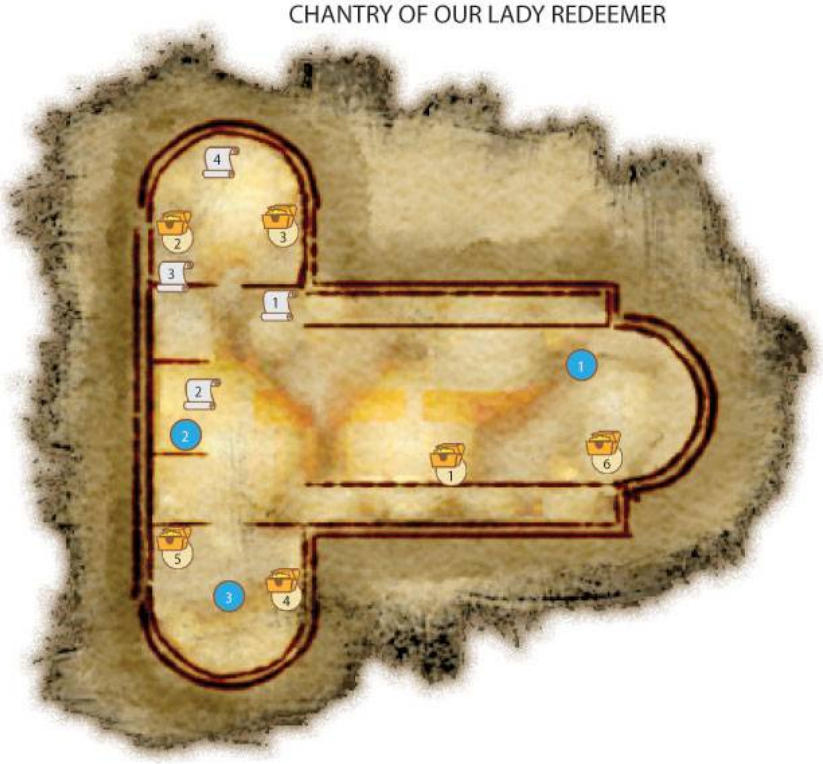
THE CROWN AND LION



Legend

- Blight Orphans Notice Board (Includes the following quests: "The Blight Orphans?," "The Blight Orphans (Again)," "Moonshine for the Children," "The Sermons of Justinia II," "Those Sweet Orphans," "A Present for Melisse," "The Scavenger Hunt," and "Making Amends")
- Nida
- Dwarven Bartender
- Note Fragment ("Till Death Do Us Part")
- Oil ("Heart of the Forest")
- Kitchen Knife ("A Present for Melisse")
- Crate (Mackay's Epic Single Malt gift)
- Pile of Books
- Chest (Engraved Silver Bowl gift)

CHANTRY OF OUR LADY REDEEMER



Legend

- Chest (locked)
- Books (Blank Journal gift)
- Chest
- Armoire
- Bookcase (Pilgrims and Amaranthine codex)
- Lost and Found (Knitted Scarf gift)
- Ser Rylien
- Revered Mother
- Aura
- "Till Death Do Us Part"
- Records ("The Long-Buried Past)
- The Sermons of Justinia II
- Mother Leanna's Bed ("Those Sweet Orphans")
- Flowers ("Making Amends")

The Blight Orphans

Type: Donation
Start: Blight Orphans' Notice Board
Destination: Crown and Lion Inn
Task: Donate 50 silvers to the Blight Orphans
Quest Tips: A small sign inside the door to the Crown and Lion asks for help for the destitute orphans left in the streets from the last Blight. Donate 50 silvers to the collection box to complete the quest.
XP Reward: 100 XP
Money Reward: None
Item Reward: None

The Blight Orphans (Again)

Type: Donation
Start: Blight Orphans' Notice Board
Destination: Crown and Lion Inn
Task: Donate once again to the Blight Orphans
Quest Tips: You can't gain this quest until you complete "The Blight Orphans?" quest. Accept the quest from the Blight Orphans' Notice Board. Go to the bartender in the inn and buy the bottle of Antivan brandy. Interact with the orphan's donation box to donate the brandy and two sovereigns. You claim a small XP reward and work toward completing more orphan quests.
XP Reward: 200 XP
Money Reward: None
Item Reward: None

The Dark Wolf

Type: Exploration
Start: Varel in Vigil's Keep Throne Room
Destination: Amaranthine
Task: Ask the Dark Wolf's help to stop an assassination attempt on your life
Quest Tips: This quest ties in with "A Brewing Conspiracy." You can complete the "The Dark Wolf" quest to prevent the assassination attempt on your life. Receive the quest from Varel during the Oath of Fealty ceremony. Travel to Amaranthine and receive a letter from the main gate guard as you enter. Head to the back of the city and talk with the Suspicious Guard (the Dark Wolf) by the fountain (blue 10 on the Amaranthine map). Give the Dark Wolf 50 sovereigns (you can come back later with the money if you don't have it immediately). Leave

Amaranthine, and when you return, speak with the Dark Wolf. He will unlock the Old Stark's Farm location on the world map. Travel to the farm and defeat the group of conspirators outside the farmhouse. It's possible to kill the Dark Wolf instead, and it's also possible to miss your opportunity for the Dark Wolf's information if you wait too long and the assassination attempt occurs in the throne room.
XP Reward: 1,000 XP
Money Reward: None
Item Reward: None

A Donation of Injury Kits

Type: Donation
Start: Chanter's Board
Destination: Amaranthine Chantry
Task: Donate five injury kits to the Chantry
Quest Tips: Pick up the quest from the board in front of the Chantry. Donate five injury kits from your inventory to help out the Chantry's relief efforts. If you don't have them on you, head to the Market District and pick up additional ones. Report to the chanter outside the Chantry for your XP reward.
XP Reward: 1,000 XP
Money Reward: None
Item Reward: None

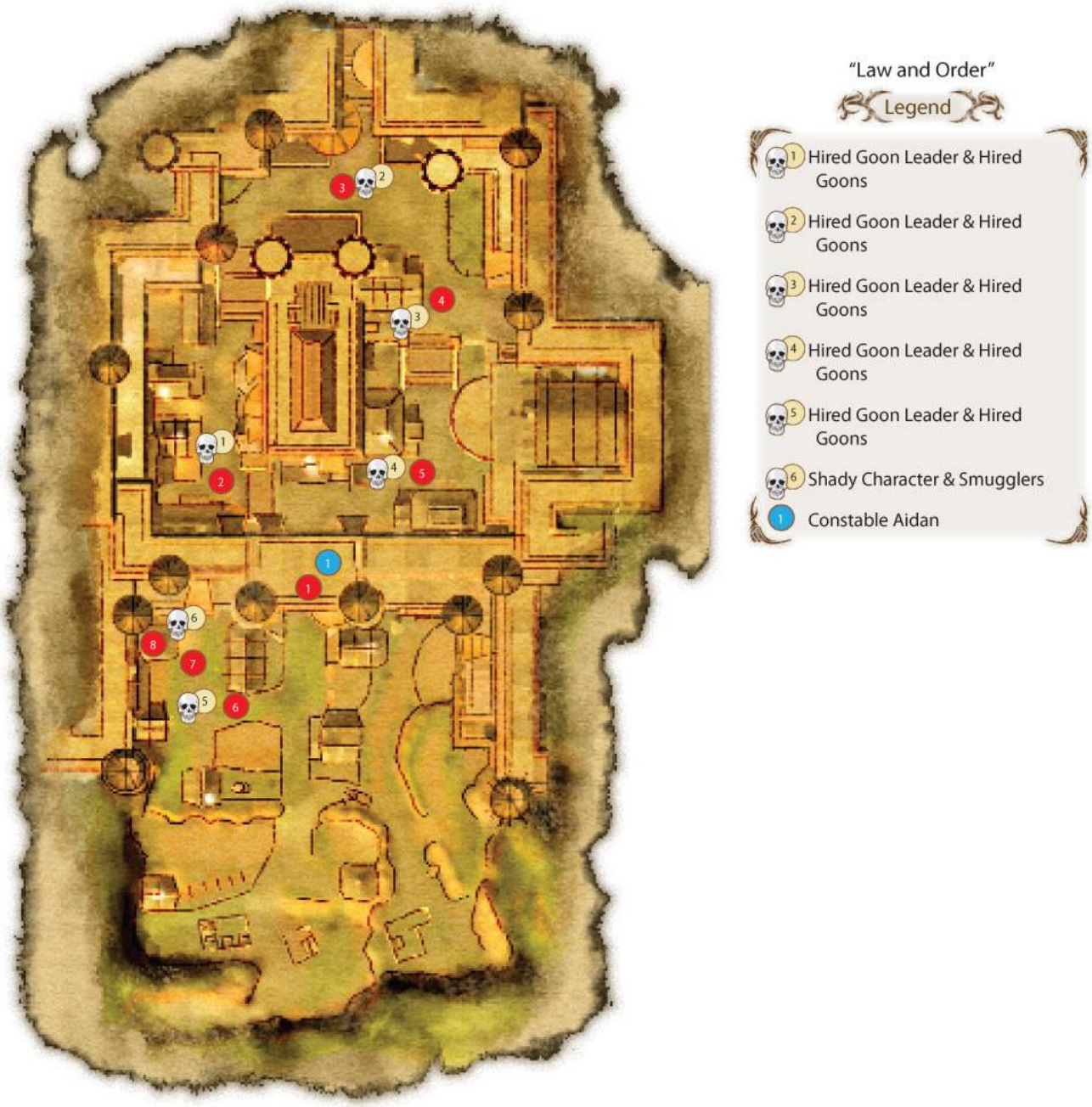
A Donation of Poultices

Type: Donation
Start: Chanter's Board
Destination: Amaranthine Chantry
Task: Donate five potent health poultices to the Chantry
Quest Tips: This quest becomes available after you complete "A Donation of Injury Kits." Pick up the quest from the board in front of the Chantry. Donate five potent health poultices from your inventory to help out the Chantry's relief efforts. If you don't have them on you, head to the dwarven bartender in the Crown and Lion Inn to pick up additional ones. Report to the chanter outside the Chantry for your XP reward.
XP Reward: 2,000 XP
Money Reward: None
Item Reward: None

Keep Out of Reach of Children

Type: Collection
Start: Merchants' Guild Board
Destination: Amaranthine
Task: Collect the poison bottles around the city and get them off the street
Quest Tips: The merchants want Antivan poison out of Amaranthine so no one gets hurts (and their profits don't suffer, of course). After you receive the quest from the Merchants' Guild Board, search around the city for the poison bottles in the Market District and on wayward tables (scrolls 6-9 on the Amaranthine map). Once you have them all, return to Kendrick for your XP reward.
XP Reward: 1,000 XP
Money Reward: None
Item Reward: None

Law and Order



Note: When you first enter the city of Amaranthine, you have to make a choice: aid the smugglers against the city guards for greater monetary reward or help the city guard against the smugglers to keep the peace. Choosing one side over the other affects certain side quests that you can gain, and companions' approval ratings will rise or fall based on your choice. "Law and Order" is the quest if you side with the guards.

Runthrough (Law and Order)

Summary: Side with the city guard and slay the smugglers.
1 - Speak with Constable Aidan.
2 - Interrogate the Suspicious Character in the market.
3 - Follow the Suspicious Character and defeat his hired goons.
4 - Follow the Suspicious Character and defeat his hired goons.
5 - Follow the Suspicious Character and defeat his hired goons.
6 - Follow the Suspicious Character and defeat his hired goons.
7 - Defeat the Shady Character and gain the Smuggler's Key.
8 - Enter Smuggler's Cove and slay the Smuggler Leader.

Law and Order Cheatsheet

Side Quest

Law and Order

Important NPCs

Constable Aidan

Key Items

Locksmith's Tools

Smuggler's Key

Toy Chariot

Monsters

Hired Goon Leaders

Hired Goons

Shady Character

Smuggler Leader

Smugglers

Suspicious Character

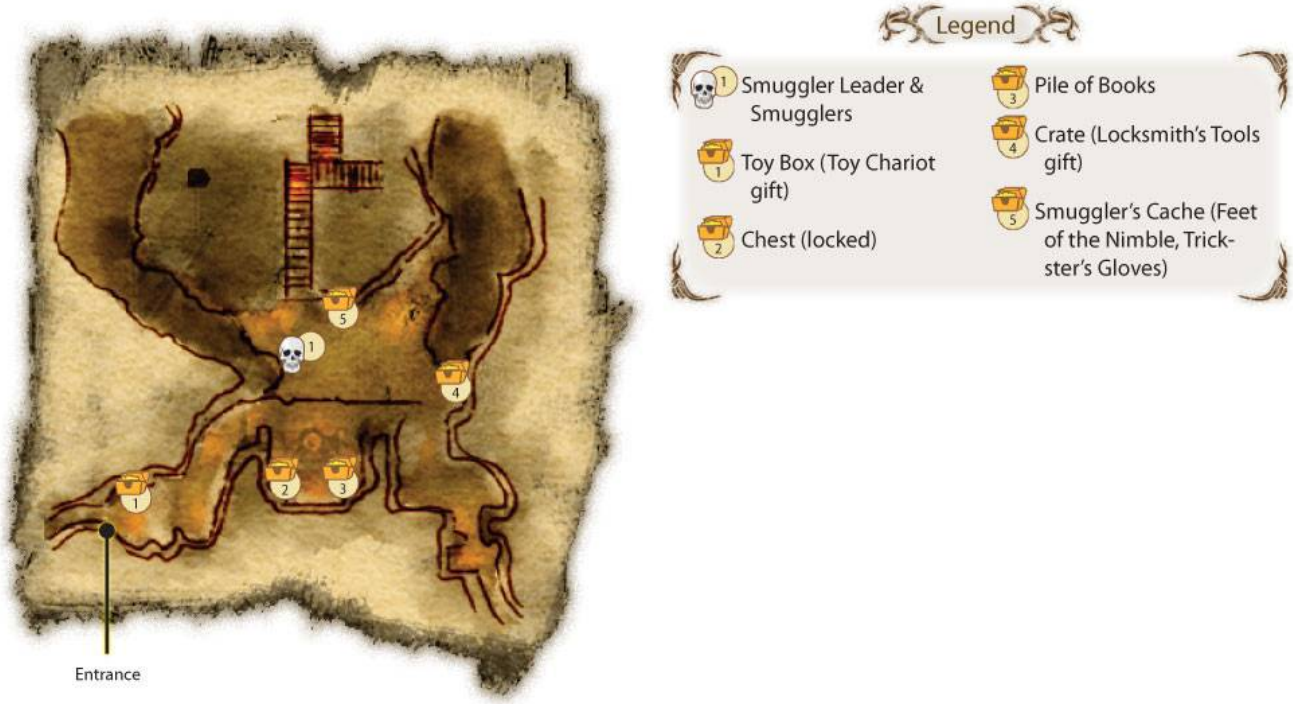
Side Quests

None

Upon entering the city, walk straight to the main gate and speak with Constable Aidan. He explains that the local smugglers have begun to plunder the already poor city, and the city guard wants to put a stop to their greed. If you offer to help the city guard, you gain the "Law

and Order" quest.
Check the market area for a Suspicious Character. Travel to the northwest and interrogate the Suspicious Character in the market. He won't crack, but instead calls in some hired goons. While he flees, you must deal with the incoming enemy group. As with all the hired goon fights, concentrate your initial barrage on the hired goon leader. The leaders have more firepower, because they're mages, and you don't want a Group Heal going off. Once you finish off the goons, continue on the trail of the Suspicious Character.
Run to the north part of the city, near the back gate, and you'll see the next group of hired goons defending the Suspicious Character. Wipe out the hired goons and continue.
Round the guardhouse and attack the next group before the stairs. You may plow through the hired goons and their leader, but the Suspicious Character escapes yet again.
Repeat your attack pattern on the next group. After the Suspicious Character leaves, follow him to the final confrontation.
Battle the hired goons to get at the Suspicious Character. After you drop the last goon, the Suspicious Character flees one last time into the nearby house. You've now located the smuggler's secret entrance. Report back to Constable Aidan. He gives you the go-ahead to return to the secret entrance and look for a key.
Approach the Shady Character outside the smugglers' secret entrance. He immediately attacks, and two smugglers join him. Pound them in melee and grab the key from the Shady Character's corpse. Use the key on the trapdoor in the house behind him, and you're in the Smuggler's Cove.

Smuggler's Cove



Approach the Smuggler Leader and his two smuggler bodyguards near the docks in Smuggler's Cove. They draw weapons and melee begins. Send the tank on the Smuggler

Leader, who hits hard and has lots of health. The healer should keep single-target heals on the tank and launch a Group Heal if the other party members need help. The two other party members need to take down the smugglers as quickly as possible to help out with the Smuggler Leader.
When the Smuggler Leader finally drops to the sand, you've ended the smuggler threat. Loot the area for the many items, including the Gloves of Guile on the Smuggler Leader, and return to Constable Aidan. He thanks you for your efforts and gives you 10 sovereigns.

Making Amends

Type: Exploration
Start: Blight Orphans' Notice Board
Destination: Amaranthine
Task: Try to make up to Melisse by placing flowers on her doorstep
Quest Tips: You must accomplish all the other Blight Orphan quests before you can attempt "Making Amends." Accept the quest from the Blight Orphans' Notice Board inside the Crown and Lion. Hoping that Melisse will forgive them for their previous prank, the orphans ask you to place flowers on her doorstep. Steal the flowers out of the revered mother's room in the Chantry (see map for exact location) then place them at Melisse's house (scroll 16 on the Amaranthine map). Your quests with the Blight Orphans come to an end with a little XP reward.
XP Reward: 500 XP
Money Reward: None
Item Reward: None

Moonshine for the Children

Type: Exploration
Start: Blight Orphans' Notice Board
Destination: Hubert's Den
Task: Retrieve moonshine for the Blight Orphans from Hubert's Den
Quest Tips: You must complete "The Blight Orphans?" to gain access to this quest. Accept the quest from the Blight Orphans' Notice Board in the Crown and Lion Inn. Go to the Market District and find the new Hubert's Den location (see Amaranthine map). Enter and defeat the moonshiners inside; it won't be difficult with your fully armed party. Retrieve the moonshine and other loot from the den. Return to the orphans' donation box and drop in the moonshine to earn your small XP reward.
XP Reward: 500 XP
Money Reward: None
Item Reward: None

Out of Control

Type: Combat
Start: Chanter's Board
Destination: Amaranthine
Task: Slay the three apostate mages and their leader
Quest Tips: Once you pick up the quest from the Chanter's Board, go into the Chantry and speak with Ser Rylien. She will ask you to hunt down three apostate mages in the city. Find them wandering around the city (skulls 5-7 on the Amaranthine map). After you defeat each of the lesser mages, their leader will spawn in the back alley behind the market (skull 8 on the Amaranthine map). Slay the final mage and return to the chanter outside the Chantry for your reward.
XP Reward: 1,000 XP
Money Reward: 20 sovereigns
Item Reward: None

A Present for Melisse

Type: Exploration
Start: Blight Orphans' Notice Board
Destination: Amaranthine
Task: Plant a scarecrow in front of Melisse's house to scare her
Quest Tips: You can't access this quest unless you have completed the "Those Sweet Orphans" quest. Accept the quest from the notice board in the Crown and Lion and pick up the knife in the inn's kitchen (see Crown and Lion map for exact location). Exit the Crown and Lion and leave the city via the main gate. Look for the scarecrow in the garden to your right. With knife and scarecrow in your inventory, return to the city and plant both in the soft ground (scroll 15 on the Amaranthine map) in front of Melisse's house. The Blight Orphans will be happy with their prank and give you a small XP reward.
XP Reward: 500 XP
Money Reward: None
Item Reward: None

Preying on the Weak

Type: Combat
Start: Chanter's Board
Destination: Amaranthine
Task: Kill four groups of thugs that terrorize the villagers

Quest Tips: Accept the quest from the Chanter's Board and leave the city via the main gate. Four groups of thugs will spawn (skulls 1-4 on the Amaranthine map). Hunt each of these groups down and prevent them from harassing the local villagers any longer. Return to the chanter for your XP and monetary rewards.
XP Reward: 1,000 XP
Money Reward: 12 sovereigns
Item Reward: None

Rumblings from Beneath

Type: Combat
Start: Merchants' Guild Board
Destination: Smuggler's Cove
Task: Slay darkspawn in Smuggler's Cove
Quest Tips: This quest is available only if you aided the smugglers and completed "Smuggler's Run" when you first entered Amaranthine. Accept the quest from the Merchants' Guild Board and enter the Crown and Lion Inn. Find the trapdoor in the back storage room and use the hatch to enter Smuggler's Cove. Kill the darkspawn that are making all the noise, and return to Kendrick for your XP and monetary rewards.
XP Reward: 1,000 XP
Money Reward: 6 sovereigns
Item Reward: None

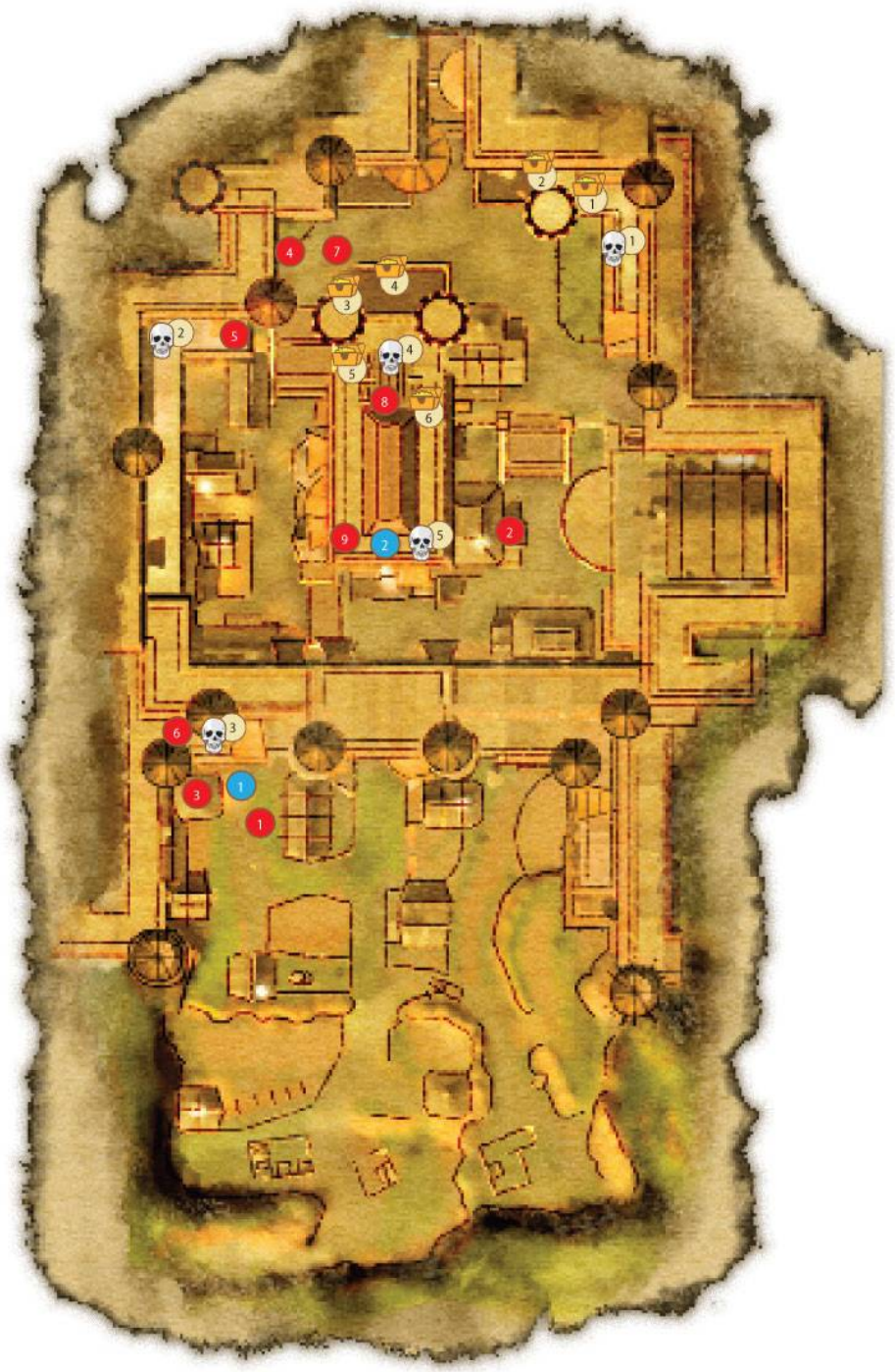
The Scavenger Hunt

Type: Collection
Start: Blight Orphans' Notice Board
Destination: Amaranthine
Task: Retrieve five items scattered about the city
Quest Tips: You must complete "Those Sweet Orphans" before you can accept this quest. Once you have the quest, exit the Crown and Lion and search around the city for the hidden objects (scrolls 4, 5, 10, 12, and 13 on the Amaranthine map). With pitchfork, pie, sole shoes, doll, and hammer in your inventory, deposit them all in the orphans' donation box for your XP reward.
XP Reward: 500 XP
Money Reward: None
Item Reward: None

The Sermons of Justinia II

Type: Collection
Start: Blight Orphans' Notice Board
Destination: The Chantry
Task: Retrieve the revered mother's book for the Blight Orphans
Quest Tips: You must complete "The Blight Orphans?" to access this quest. Accept the quest from the notice board and head to the Chantry. You'll spot the revered mother's book on the altar directly in front of you down the long aisle. Take the book and place it in the orphans' donation box back at the Crown and Lion.
XP Reward: 500 XP
Money Reward: None
Item Reward: None

Smuggler's Run



Legend

- 1 Sergeant & City Guards
- 2 Sergeant & City Guards
- 3 Sergeant & City Guards
- 4 Lieutenant & City Guards
- 5 City Guard
- 1 Wooden Crate
- 2 Wooden Crate
- 3 Chest (locked)
- 4 Chest
- 5 Chest
- 6 Chest (locked)
- 1 Shady Character
- 2 Jacen

Note: When you first enter the city of Amaranthine, you have to make a choice: aid the smugglers against the city guards for greater monetary reward or help the city guard against the smugglers to keep the peace. Choosing one side over the other affects certain side quests that you can gain, and companions' approval ratings will rise or fall based on your choice. "Smuggler's Run" is the quest if you side with the smugglers.

Runthrough (Smuggler's Cove)

Summary: Side with the smugglers and slay the city lieutenant.
1 - Speak with the Shady Character.
2 - Enter the Crown and Lion and convince the bartender to open the trapdoor to Smuggler's Cove.
3 - Kill the thieves in Smuggler's Cove.
4 - Climb up to the battlements.
5 - Cut down the first city guard group.
6 - Cut down the second city guard group and gain the Guardhouse Key.
7 - Go to the guardhouse.
8 - Slay the lieutenant and his men.
9 - Rescue the archer Jacen.

Smuggler's Run Cheatsheet

Side Quest
Smuggler's Cove

Important NPCs

Jacen

Shady Character

Smuggler Leader

Key Items

Cell Key

Guardhouse Key

Locksmith's Tools

Toy Chariot

Monsters

City Guards

Lieutenant

Sergeants

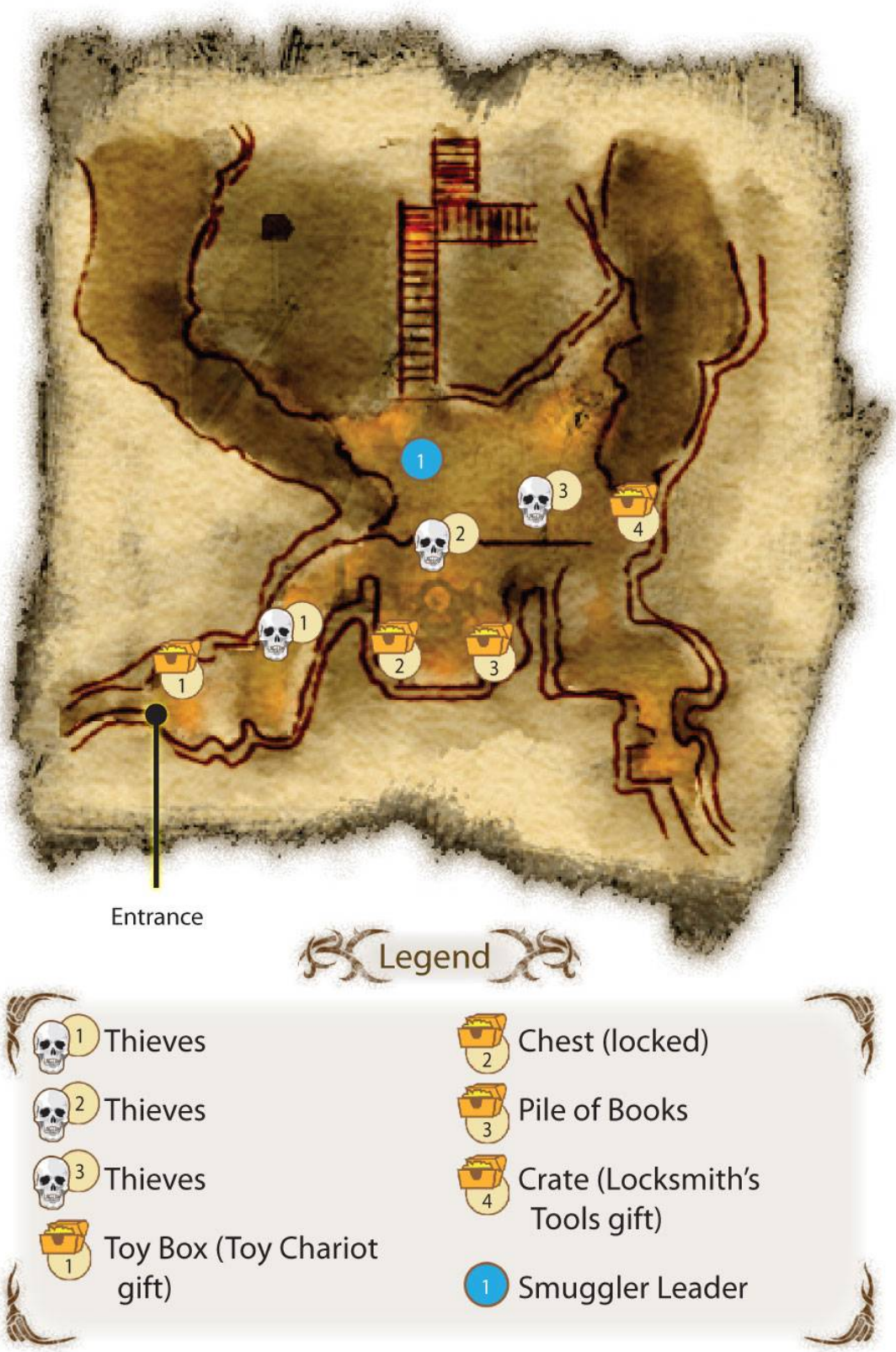
Thieves

Side Quests

None

When you first enter the city, you spot the Shady Character near the entrance. He mentions that he has a proposal for you and then bolts for the western section of town (before you enter the main gates). Speak with him outside the house by the refugee. So long as you are willing to get your hands dirty and work against the city guard, he offers you the "Smuggler's Run" side quest.
The Shady Character sends you to the Crown and Lion to speak with the dwarven bartender. He needs persuasion to open the trapdoor to Smuggler's Cove, whether it be a 1 sovereign bribe, a high Coercion check, or a high Intimidate check. Once he opens the way to the Smuggler's Cove, report back to the Shady Character.
After paying you 10 sovereigns, the Shady Character asks you to clear out the thieves who are stealing from the smugglers in Smuggler's Cove. Rather than go back to the Crown and Lion, use the new trapdoor entrance to Smuggler's Cove in the house behind the Shady Character.

Smuggler's Cove



Prepare for battle as soon as you enter Smuggler's Cove. A few feet in, you spot two groups of thieves milling about the beach. A third set of thieves appears in the midst of your party as soon as you approach (see map for the thieves' locations). Don't let them backstab you. Deal with the thieves in your midst before engaging the others fully. Send the tank to keep the beach enemies off you as you slay the backstabbing thieves. As soon as you've killed the last thief, the smugglers pour in to claim the spot. Speak with the Smuggler Leader for a 15 sovereign reward and your next task.

The Smuggler Leader asks you to kill the city lieutenant, who has been sniffing around the smugglers' business too much for his own good. Cross to the northwest battlement entrance and ascend to the top walls.

Battle (or evade) the first sergeant and his surrounding city guards. You need the Guardhouse Key to go after the lieutenant, but you won't find it on this bunch.
Continue to the second sergeant surrounded by his men. Slay the sergeant and take the Guardhouse Key.

Return to the north section and open the guardhouse door with your new key. You can pick up extra loot from the two chests outside the guardhouse door.
On the battlement above, the lieutenant and half a dozen city guards survey the city. He'll ask what you're doing up on the battlement. The time for dialogue is over; attack while you have the surprise opportunity. Once you kill the lieutenant, the quest is complete. Head back to the Smuggler Leader for your 20 sovereign reward.

Loot the Cell Key from the lieutenant's body and free the elf archer Jacen from his cage. A single city guard watches over the cage; take him down quickly so you can speak to Jacen in peace. The elf will be grateful, and if you invite him to serve at Vigil's Keep, Jacen will add his excellent bow skills to the battle during the "Siege of Vigil's Keep" later in the game.

Those Sweet Orphans

Type: Exploration
Start: Blight Orphans' Notice Board
Destination: The Chantry
Task: Plant herbs in the revered mother's bed
Quest Tips: You can't access this quest until you complete the four quests before it: "The Blight Orphans?," "The Blight Orphans (Again)," "Moonshine for the Children," and "The Sermons of Justinia II." Accept the quest from the Blight Orphans' Notice Board and pick up the pouch of herbs next to the donation box. Head to the Chantry and use the herbs in the revered mother's bed (see Chantry map for the bed's exact location).
XP Reward: 500 XP
Money Reward: None
Item Reward: None

Till Death Do Us Part

Type: Exploration
Start: Alma in the Chantry
Destination: Amaranthine
Task: Look for clue's to Alma's husband's disappearance
Quest Tips: Enter the Chantry and speak with Alma. She sends you to find her missing husband, with the first stop the Crown and Lion Inn. Search the inn for the tattered note (see the Crown and Lion map), which leads you to the city battlements (scroll 3 on the Amaranthine map). The note fragment on the battlements leads you to a house on the outskirts of the city (scroll 11 on Amaranthine map). Alma's husband, Karrem, has hung himself, unable to cope with the burdens of family life. Search the corpse for a final note, and return to Alma to give her the sad news.
XP Reward: 1,000 XP
Money Reward: None
Item Reward: None

Companions



Note: Most companions have an associated Joining quest. These quests complete automatically the next time you talk to Varel in the Vigil's Keep throne room after the companion has agreed to join you.

Freedom for Anders

Type: Combat
Start: Namaya in Amaranthine
Destination: Warehouse in Amaranthine
Task: Help Anders find his phylactery
Quest Tips: Enter Amaranthine with Anders in your party. In the back of the city, near the Dark Wolf, locate a past cohort of Anders, Namaya (see exclamation point 4 on the Amaranthine map). She tells Anders that he can find his phylactery in the Amaranthine warehouse across the city. Accompany Anders to the warehouse and search for lots of loot inside. You'll also find a group of templars, led by Ser Rylock, who will fight you for Anders. It's a trap; the phylactery was never in play. You can either give Anders over to the templars, where you will lose him from the party forever, or you can battle the templars by Anders's side. Anders will appreciate this gesture and his approval rating will bump up sizably.
XP Reward: 500 XP + approval bump
Money Reward: None
Item Reward: None

The Howe Family

Type: Exploration
Start: Samuel in Vigil's Keep Courtyard
Destination: Delilah in Amaranthine
Task: Seek out Nathaniel's sister in Amaranthine
Quest Tips: After conscripting Nathaniel to your party after "The Prisoner" quest in the "Assault on Vigil's Keep" introduction, visit the eastern section of the Vigil's Keep courtyard and you'll run into Samuel. The groundskeeper informs Nathaniel that his sister is alive and married to a shopkeeper in Amaranthine. With Nathaniel in your party, head to the Amaranthine Market District where you'll find Delilah (see the Amaranthine map). Brother and sister have a good conversation, and after their talk, Nathaniel will begin to open up and become friendly with you. If your relationship with Nathaniel is warm, a final conversation with him in the throne room will complete this side quest.
XP Reward: 500 XP + approval bump
Money Reward: None
Item Reward: None

Justice for Kristoff

Type: Exploration
Start: Vigil's Keep Courtyard

Destination: Aura in the Amaranthine Chantry
Task: Make amends with Kristoff's wife, Aura
Quest Tips: After you return with Justice from the "Shadows of the Blackmarsh" quest, Kristoff's wife, Aura, meets you in the Vigil's Keep courtyard. Needless to say she's shocked at seeing a spirit in her dead husband's body. She flees to the chantry in Amaranthine. With Justice in your party, enter the Amaranthine chantry later and let Justice speak to Aura. They come to an agreement that lessens the pain for both.
XP Reward: 500 XP + approval bump
Money Reward: None
Item Reward: None

Oghren the Family Man

Type: Exploration
Start: Vigil's Keep Throne Room
Destination: Vigil's Keep Throne Room
Task: Listen to Oghren and Felsi's conversation
Quest Tips: In the Vigil's Keep throne room, Oghren's wife, Felsi, will eventually arrive to confront Oghren about his duties as a husband and father. She's upset that he's not taking care of her and their child, but Oghren explains he's a Grey Warden now and never wanted to settle down in the first place. No matter what you do or say, Felsi will leave unhappy and Oghren will be eligible for friendly status. If your relationship with Oghren is warm, a final conversation with him in the throne room will complete this side quest.
XP Reward: 500 XP + approval bump
Money Reward: None
Item Reward: None

Sigrun's Roguish Past

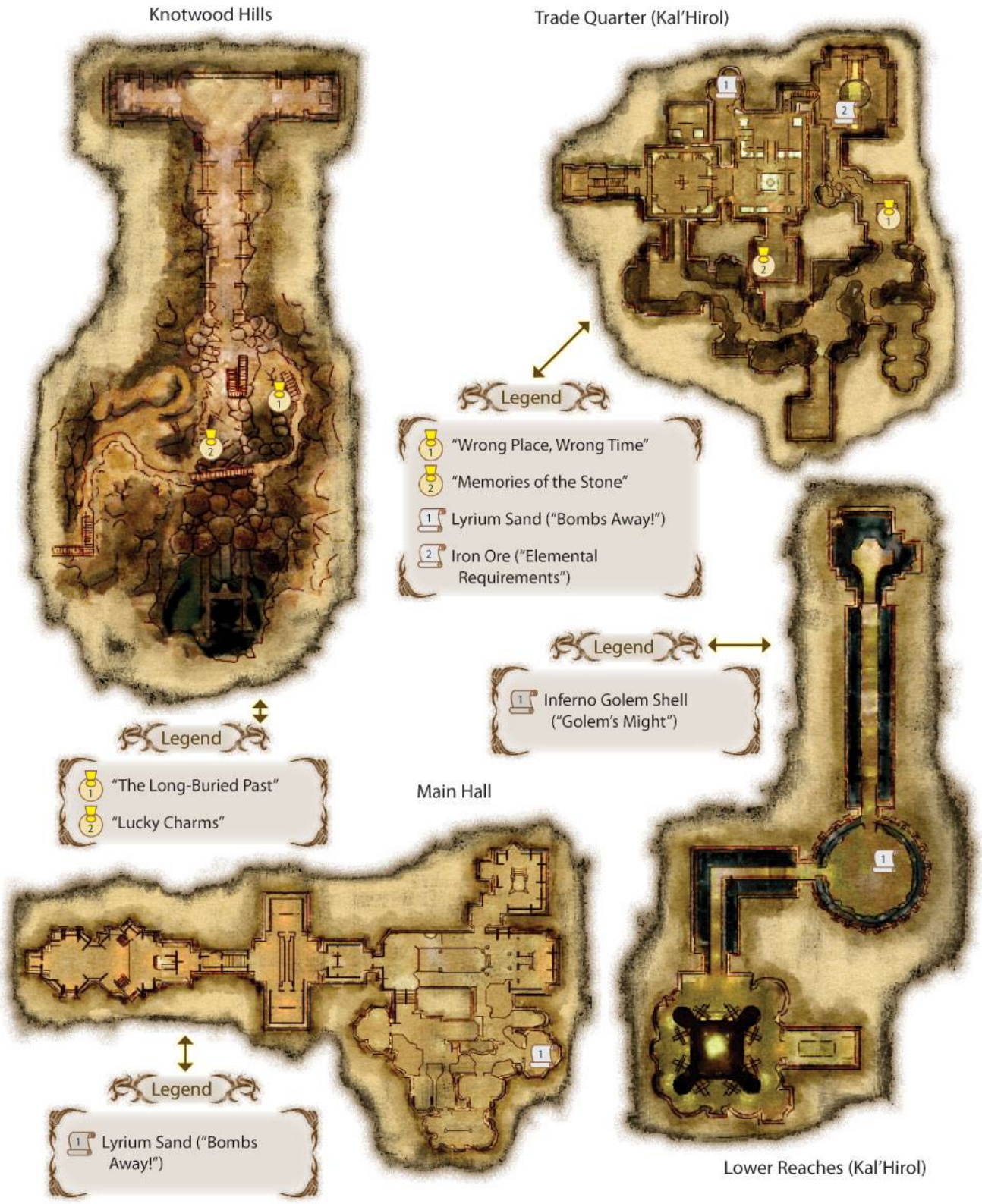
Type: Exploration
Start: Amaranthine
Destination: The Crown and Lion
Task: Let Sigrun make amends with a merchant
Quest Tips: With Sigrun in your party, the party will bump into the merchant Mischa in Amaranthine who recognizes Sigrun and accuses her of betraying their friendship. Later, if you get your approval high enough, Sigrun will ask if you can go back to find Mischa at the Crown and Lion Inn. Sigrun offers Mischa her ring, or money, and satisfies the merchant. She feels better about her past mistake and will now be eligible for friendly status.
XP Reward: 500 XP + approval bump
Money Reward: None

Item Reward: None

Velanna's Exile

Type: Exploration
Start: Random Encounter
Destination: Random Encounter
Task: Listen to a conversation between Velanna and her past tribemates
Quest Tips: With Velanna in your party, you may come across this random encounter with Velanna's past tribe. You learn that Velanna was cast out of her clan because of her fanatical hatred of humans. Later she may confide in you about what happened and become eligible for friendly status. If your relationship with Velanna is warm, a final conversation with her in the throne room will complete this side quest.
XP Reward: 500 XP + approval bump
Money Reward: None
Item Reward: None

Knotwood Hills/Kal'Hirol



The Long-Buried Past

Type: Exploration
Start: Knotwood Hills
Destination: Amaranthine
Task: Go on a short treasure hunt after discovering a mysterious journal
Quest Tips: Find the treasure hunter's journal in the chest in the Knotwood Hills (see Knotwood Hills map). Return to the Amaranthine Chantry and examine the bookshelf on the right side of the main room. Exit the Chantry and find the packed earth next to a house outside Amaranthine (scroll 1 on the Amaranthine map) and retrieve the magic ring reward.
XP Reward: 1,500 XP
Money Reward: None
Item Reward: Ring of Subtlety

Lucky Charms

Type: Exploration
Start: Knotwood Hills
Destination: Colbert in Amaranthine
Task: Return the lucky deer's foot to Colbert and Micah
Quest Tips: Pick up the lucky deer's foot from a bag in the side area opposite the Deep Road entrance in the Knotwood Hills (see map for exact location). Return to Amaranthine and seek out Colbert and Micah for your XP reward.
XP Reward: 500 XP
Money Reward: None
Item Reward: None

Memories of the Stone

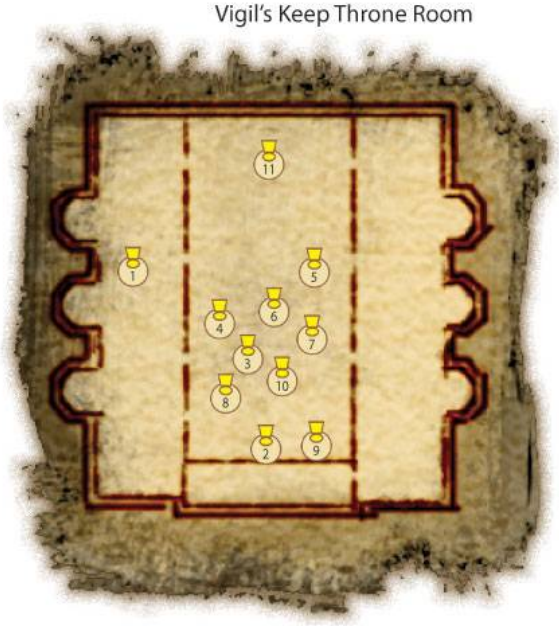
Type: Exploration
Start: Trade Quarter in Kal'Hirol
Destination: Dworkin in Vigil's Keep
Task: Return a stone marker found in Kal'Hirol to Dworkin
Quest Tips: Search out the stone marker in the side chamber in Kal'Hirol's Trade Quarter (see map for exact location). Return the stone marker to Dworkin in Vigil's Keep for your reward.
XP Reward: 1,000 XP
Money Reward: None
Item Reward: None

Wrong Place, Wrong Time

Type: Exploration
Start: Trade Quarter in Kal'Hirol
Destination: Steafan in Amaranthine
Task: Free or kill Steafan
Quest Tips: During your travels through Kal'Hirol's Trade Quarter you come across a caged man, Steafan, who may or may not have been infected with the darkspawn disease (see the Trade Quarter map for Steafan's exact location). Steafan is not infected, but you still have three choices on what to do with him. If you free Steafan and allow him to leave, you can find him again in Amaranthine outside the main gate and he'll give you a monetary reward. You can delay releasing Steafan and grill him some more until he agrees to give you a powerful flame rune in exchange for freedom. Finally, you can kick his cage into the lava if you're feeling particularly evil.
XP Reward: 1,000 XP
Money Reward: 1 sovereign (if you didn't ask for a reward up front)
Item Reward: Masterpiece Flame Rune (if you asked for a reward up front)

Vigil's Keep

Vigil's Keep Throne Room



Legend

1. "A Brewing Conspiracy"
2. "A Day in Court"
3. "Defending the Land"
4. "Desertion in the Ranks"
5. "Drunk and Disorderly"
6. "Sheepherder's Lament"
7. "Solomon's Bridge"
8. "The Fate of the Ox"
9. "Trade Must Flow"
10. "Oaths of Fealty"
11. "And You, Esmerelle?"

Vigil's Keep Courtyard



Legend

1. "A Medical Necessity"
2. "A Daughter Ransomed"
3. "Far Afield"
4. "Bombs Away!"
5. "Elemental Requirements"
6. "A Master's Work"
7. "It Comes from Beneath"
8. "Cost of Doing Business"
9. "Peasant Revolution"
10. "What Is Built Endures"
11. "Sealing the Great Barrier Doors"
12. "Salvage Operation

1 Medical Supplies ("A Medical Necessity")

Adria's Plight

Type: Combat
Start: Mabari in Vigil's Keep Basement
Destination: Vigil's Keep Basement

Task: Find the lost soul Adria, then put her out of her misery
Quest Tips: Shortly into the first level of the Vigil's Keep basement ("It Comes from Beneath" side quest), you'll find a dying Mabari war hound surrounded by slain darkspawn. The valiant dog won't make it, but has a scroll from its mistress, Adria, tied around its neck. If you succeed at a Survival check, you can find out the dog's name and earn some extra XP. The dog's scroll gives you the "Adria's Plight" quest, and you can find Adria at the very end of the first basement level, just before the collapsed tunnel. Sadly, by the time you reach Adria, it's too late; she's turned into a ghoul, and you have no choice but to finish off her and the other ghouls.
XP Reward: 1,000 XP
Money Reward: None
Item Reward: None

And You, Esmerelle?

Type: Combat
Start: Vigil's Keep Throne Room
Destination: Vigil's Keep Throne Room
Task: Survive the conspiracy's assassination attempt
Quest Tips: You fight against any of the conspiracy members who haven't been rooted out yet, including Bann Esmerelle, Ser Temmerly the Ox, Ser Timothy, and a deadly Crow Assassin. For the first half of the battle, keep the healing flowing. You'll need to withstand the initial barrage from being surrounded by a handful of powerful enemies, at least until you can start reducing the numbers against you. Watch out for the Crow Assassin, who can score nasty critical damage from behind you. Keep on the move and stun the assassin when he materializes. Stick your tank on Ser Temmerly (if he wasn't executed earlier in "The Fate of the Ox" quest) to keep the big foe occupied. Pick off Ser Timothy and the other lesser foes first until you turn the tide in the damage department.
XP Reward: 4,000 XP
Money Reward: None
Item Reward: None

Bombs Away!

Type: Exploration
Start: Dworkin in Vigil's Keep Courtyard
Destinations: Kal'Hirol, Silverite Mine, Vigil's Keep Basement
Task: Retrieve lyrium sand for Dworkin's explosive concoctions
Quest Tips: You witness Dworkin's explosives at work early on in the fight against the darkspawn in the Inner Keep. Now you get to pocket some of those explosives yourself if you

can bring back lyrium sand to the dwarf. You can find the lyrium sand in three separate locations: Kal'Hirol, Silverite Mine, and Vigil's Keep basement (see corresponding walkthrough maps in previous chapter for exact placements of lyrium sand). If you collect some lyrium sand without speaking to Dworkin first, the quest still activates, and he will accept it from you. When you give him sand, Dworkin asks you to choose what type of explosive you want: safe, pretty cool, and pure awesome. Safe makes a small boom, but won't kill you in the process. Choose "pure awesome" for high risk and high reward bangs.
XP Reward: 1,500 XP
Money Reward: None
Item Reward: Dworkin's Explosives

A Brewing Conspiracy

Type: Combat
Start: Anders or Ser Tamra in the Vigil's Keep Throne Room
Destinations: Amaranthine and Old Stark's Farm
Task: Foil an assassination plot against your life and authority
Quest Tips: A number of lords and ladies of the court are still loyal to the old ways of Arl Howe and plot to eliminate you as Warden-Commander. During your initial meeting with the nobles at court, if you give a persuasive speech, Ser Tamra will approach you with knowledge about the conspiracy. If you don't choose the persuasion option, Anders will come to you with the same information. Once you hear the information, speak with Varel. You have three options: seek to stop it by taking hostages to ensure good behavior, seek to stop it by seeking out the Dark Wolf in Amaranthine, or allow it to occur. If you take hostages, the nobles won't be too happy, but the conspiracy ends. If you choose to seek out the Dark Wolf, head to Amaranthine and look for a suspicious guard in the northern section of the city (see "The Dark Wolf" quest in the City of Amaranthine section of this chapter).
You can thwart the conspiracy if you complete "The Dark Wolf" quest. If you choose to ignore the conspiracy, the assassination attempt will trigger when you return to the throne room following "The Peasant Revolution" quest. See the "And You, Esmerelle?" quest for details on the fight.
XP Reward: None
Money Reward: None
Item Reward: None

Cost of Doing Business

Type: Exploration
Start: Voldrik in Vigil's Keep Courtyard
Destination: Vigil's Keep Courtyard

Task: Upgrade the walls on Vigil's Keep
Quest Tips: The walls of Vigil's Keep are in serious need of repair and upgrade. The dwarf Voldrik can perform the task, but first he needs 80 sovereigns. If you can scrape that kind of coin together, return to Voldrik and pay him the sum. You'll now have a less damaged version of the keep and open up the "What Is Built Endures" quest.
Tip: If you fully upgrade the walls of Vigil's Keep through the "Cost of Doing Business" and "What Is Built Endures," you gain a nice bonus later in the game while defending the keep during "The Siege of Vigil's Keep" quest. Ogres will not be able to break through the walls and support the darkspawn horde during the siege.
XP Reward: 500 XP
Money Reward: None
Item Reward: Stronger Vigil's Keep walls

A Daughter Ransomed

Type: Combat
Start: Private in the Vigil's Keep Courtyard
Destination: Forlorn Cove
Task: Rescue a hostage from bandits in Forlorn Cove
Quest Tips: When you exit the Vigil's Keep throne room for the first time, the private at the gate hands you two letters, one of which is this quest. Ser Edgar Bensley's daughter, Eileen, has been seized by bandits demanding a handsome ransom. Once you accept the quest, the Forlorn Cove location opens up on your world map and you can go after Eileen. The bandit leader, Mosley the Snake, can't be trusted (as you might have guessed from his name). If you pay him the 30 sovereigns, they kill Eileen and then try to kill you. If you threaten them in any way, they kill the girl and come after you. You can try to intimidate the bandits, and if your skill is high enough, some of the bandits will flee in terror, and in the midst of their chaos, you can step in and fight for Eileen's life. If your Coercion skill is high enough, the safest method of retrieving Eileen is to ask to see the girl. They will send her over, and you can pay the 30 sovereigns to leave without a fight or slay them anyway.
XP Reward: 1,000 XP
Money Reward: 5 sovereigns if Eileen is dead, 10 sovereigns if you save Ser Edgar's daughter
Item Reward: None

A Day in Court

Type: Politics
Start: Varel in Vigil's Keep Throne Room
Destination: Vigil's Keep Throne Room

Task: Hold court and make a number of judicial decisions
Quest Tips: Several quests come your way during "A Day in Court." You can try each case yourself, or leave the decision in the hands of Seneschal Varel. The quests involved include "Sheepherder's Lament," "Solomon's Bridge," and "The Fate of the Ox." See the individual quest entries for the implications of your decisions.
XP Reward: 2,000 XP
Money Reward: None
Item Reward: None

Defending the Land

Type: Politics
Start: Vigil's Keep Throne Room
Destination: Vigil's Keep Throne Room
Task: Decide how best to allocate the keep's forces
Quest Tips: During the Oath of Fealty gathering by the nobles, two nobles bicker about the keep's troops. Lord Eddelbrek believes they should safeguard the farms and country folk; Bann Esmerelle insists the soldiers should protect the city. You must choose how best to allocate your forces.
Speak with Captain Garevel. If you choose the farms, the keep and surrounding lands gets better support. If you choose the city, Amaranthine will have better protection. If you choose the roads, trade will be protected as best as you can.
XP Reward: None
Money Reward: None
Item Reward: None

Desertion in the Ranks

Type: Politics
Start: Vigil's Keep Throne Room
Destination: Vigil's Keep Throne Room
Task: Rule on Danella's desertion
Quest Tips: This quest will appear only if Anders speaks to you about the conspiracy at court. The soldier Danella left her post to protect her family's farm from the darkspawn, and now she's brought up on charges. You can choose to execute Danella for desertion, which is the decision Varel would choose if you leave the case in his hands. However, this causes unrest in the ranks and there will be some soldiers in the peasant riot later. You can choose to put Danella in prison, and you'll be seen as a just and fair ruler, though there's a chance for more soldiers deserting during the siege.
XP Reward: 1,000 XP

Money Reward: None
Item Reward: None

Drunk and Disorderly

Type: Politics
Start: Vigil's Keep Throne Room
Destination: Vigil's Keep Throne Room
Task: Deal with an unruly noble
Quest Tips: This quest appears only if you are Orlesian (started a new character for the expansion). Ser Guy loudly proclaims his dislike for Orlesians at the fealty ceremony and tries to goad you into some kind of response. You can ignore him, have him escorted out quietly, have him executed, or try to use your Coercion skill to change his mind. The Coercion approach works best if you have a high enough skill. Though it might be a bit heartless, you may want to execute him if you don't have the Coercion skills. If not executed or persuaded, Ser Guy will participate in the assassination attempt in the "A Brewing Conspiracy" quest.
XP Reward: 100 XP
Money Reward: None
Item Reward: None

Elemental Requirements

Type: Exploration
Start: Herren in Vigil's Keep Courtyard
Destinations: Kal'Hirol, Silverite Mine, Vigil's Keep Basement
Task: Retrieve exotic materials for Wade's smithing
Quest Tips: See Herren in the Vigil's Keep courtyard to start the quest. He guarantees that Master Wade will outfit the keep's soldiers with better armor if supplies of iron ore (Kal'Hirol), silverite ore (Silverite Mine), and veridium ore (Vigil's Keep basement) can be found. See individual walkthrough maps for exact ore deposit locations. Return each time you recover one of the special ores. If you can find all three, a special regiment of soldiers will be outfitted at the keep.
XP Reward: 1,000 XP per ore; 1,000 XP more for completing quest
Money Reward: None
Item Reward: Upgrade to Vigil's Keep soldiers' armor

Far Afield

Type: Combat
Start: Private in Vigil's Keep Courtyard
Destination: Turnoble Estate
Task: Revenge the fallen inhabitants of the estate
Quest Tips: When you exit the Vigil's Keep throne room for the first time, the private at the gate hands you two letters, one of which is this quest. The Turnoble Estate location opens up on the world map, and you can travel there anytime after leaving Vigil's Keep. Alas, you're too late—the darkspawn have already killed everyone on the estate. You won't have too many problems with the marauding genlocks and hurlocks, but watch for the charging ogre who wants nothing more than to mash two party members' heads together. Clear out the darkspawn as you dodge fire from the hurlock snipers and loot the dead bodies for your rewards.
XP Reward: 1,000 XP
Money Reward: 13 sovereigns (Goodwife Turnoble)
Item Reward: Chasind Arm bow, Diamond, Stormchaser Boots (templar)

The Fate of the Ox

Type: Politics
Start: Vigil's Keep Throne Room
Destination: Vigil's Keep Throne Room
Task: Choose to release, execute, or imprison Ser Temmerly
Quest Tips: If Ser Tamra is the one to come forth with allegations about "A Brewing Conspiracy" and you don't deal with it in some fashion—either taking hostages or seeking out the Dark Wolf—then this case will be brought to court. Ser Temmerly the Ox is accused of killing Ser Tamra, but the evidence is sparse. If you let Varel decide, he will release the Ox because there is not enough evidence to convict him. If released, the Ox will take part in the assassination attempt. If you imprison the Ox or execute him, he will not show up to assassinate you.
XP Reward: 1,000 XP
Money Reward: None
Item Reward: None

Golem's Might

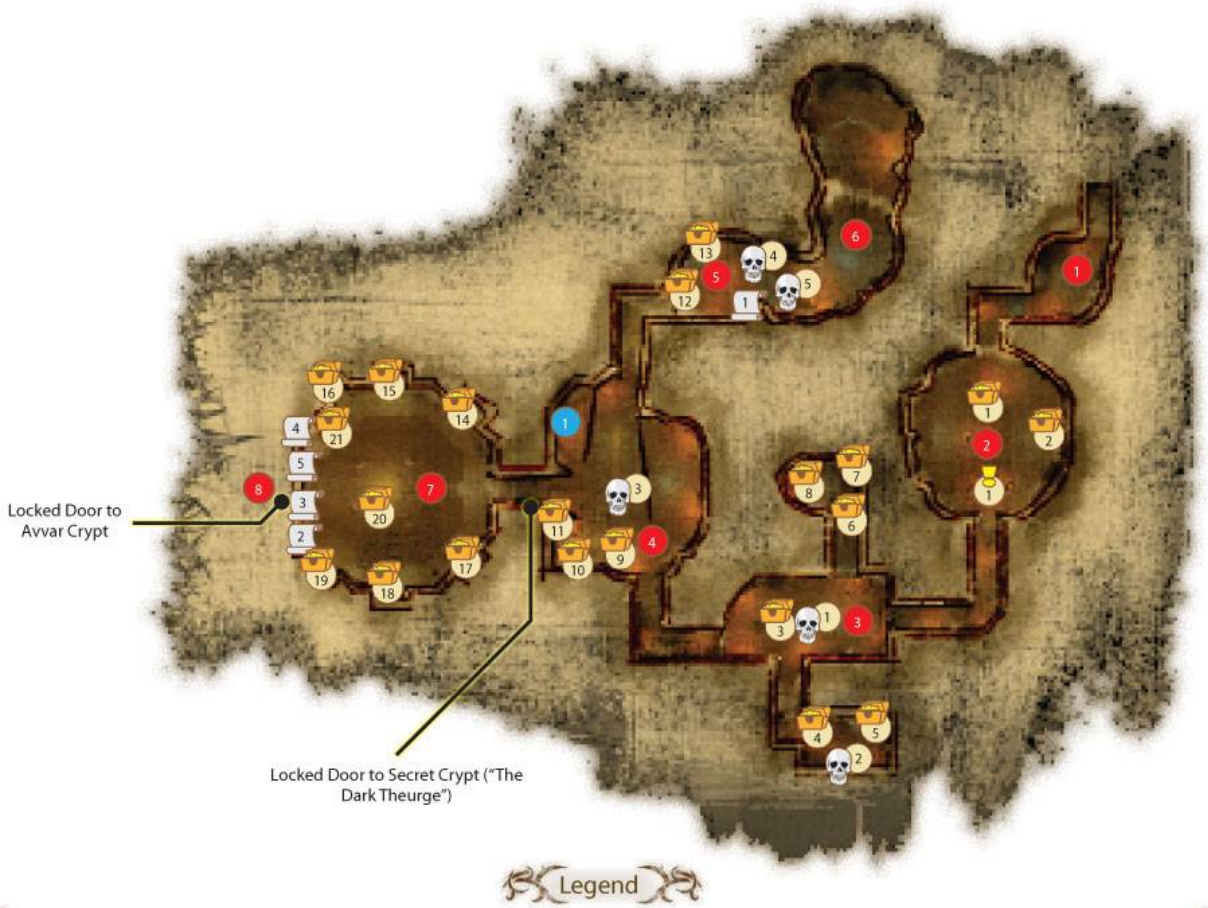
Type: Exploration
Start: Inferno Golem in Kal'Hirol

Destination: Various Locations
Task: Find five items for Master Wade to custom build you unique armor
Quest Tips: When you defeat the inferno golem in the Lower Reaches of Kal'Hirol, you gain a golem shell. Return the shell to Master Wade in Vigil's Keep and he'll offer you this quest. He needs you to also collect wool padding (see Amaranthine map), a master lyrium potion (create with Herbalism or buy it from a vendor), pure iron (buy it from Wade's own shop), and a blood lotus (available around the world as a wild plant). Collect them all and he crafts the superb Golem Shell Armor for you.
XP Reward: 500 XP
Money Reward: None
Item Reward: Golem Shell Armor

Heart of the Forest

Type: Exploration
Start: The Old One in Wending Wood
Destination: Various Locations
Task: Find five items for Master Wade to custom build you a unique bow or shield
Quest Tips: When you defeat the Old One in the Wending Wood, you gain special heartwood. Return with the wood to Master Wade in Vigil's Keep and he offers you this quest. He needs you to collect oil (inside the kitchen in the Crown and Lion Inn), catgut (in the ruins of Blackmarsh; see map), a flawless ruby (buy it from a store or earn it as loot), and a grandmaster lightning rune (craft this yourself). Collect them all and he makes you either the Heartwood Bow or Heartwood Shield.
XP Reward: 500 XP
Money Reward: None
Item Reward: Heartwood Bow or Heartwood Shield

Vigil's Keep Basement



Legend

- Hurlock Emissary & Hurlocks
- Shriek Alpha & Shrieks
- Prisoner Ghouls
- Adria the Ghoul
- Ravenous Ghouls
- Darkspawn Corpses
- Warrior Statue (The Great Strife codex)
- Soldier Corpses
- Book (The Avvars codex)
- Book (The Howes of Amaranthine codex) & Shelves
- Letter (Response from Rendon Howe codex)
- Crate (West Hill Brandy gift)
- Crates
- Howe Correspondence (Delilah Howe's Letters gift)
- Chest
- Soldier Corpse
- Letter (Letter to Rendon Howe codex)
- Knight (Gold Earring gift)
- Avvar Sarcophagus
- Avvar Sarcophagus
- Avvar Sarcophagus (Key of Kiveal)
- Avvar Sarcophagus
- Avvar Sarcophagus (Trickster's Cap)
- Avvar Sarcophagus
- Sack (Howe Bow)
- Crypt Statue (The Great Strife codex)
- Prisoners
- "Adria's Plight"
- Veridium Ore ("Elemental Requirements")
- Keyhole–Haakon
- Keyhole–The Lady
- Keyhole–Korth
- Keyhole–Kiveal

It Comes from Beneath

Note: After you leave the throne room following the events of "The Assault on Vigil's Keep," seek out Sergeant Maverlies in front of the Vigil's Keep basement door. She gives you this quest as the first part of the "clearing out darkspawn from beneath the keep" task. The second part is the quest "Sealing the Great Barrier Doors."

Runthrough (Vigil's Keep Basement)

Summary: Destroy the darkspawn in the keep's dungeon level.

1 - Enter the Vigil's Keep basement.
2 - Examine the Mabari war hound for the "Adria's Plight" side quest.
3 - Combat the hurlock emissary and his hurlock friends.
4 - Slay the prisoner ghouls before releasing the human prisoners.
5 - Confront Adria and her ravenous ghouls.
6 - Inform Maverlies and Voldrik that the way is currently blocked.
7 - Enter the secret Avvar crypt (only available at the end of the Dark Theurge quests).
8 - Defeat the Avvar war lords (only available at the end of the Dark Theurge quests).

Vigil's Keep Basement Cheatsheet

Side Quest

It Comes from Beneath

Important NPCs

Prisoners

Key Items

Delilah Howe's Letters

Gold Earring

Howe Bow

Key of Kiveal

West Hill Brandy

Monsters

Adria the Ghoul

Hurlock Emissary

Hurlocks

Prisoner Ghouls

Ravenous Ghouls

Shriek Alpha

Shrieks

Side Quests

Adria's Plight

Elemental Requirements

Speak with Maverlies outside Vigil's Keep's basement and she'll let you into the underground level and ask you to clean out all darkspawn. To complete the quest, you don't actually have to kill all the darkspawn. You only have to reach the end of the level, where the rocks have blocked the passage.

You enter the first room to the scene of a darkspawn massacre. A valiant Mabari war hound has slain many darkspawn before it was mortally wounded. Interact with the Mabari to receive the "Adria's Plight" side quest. See earlier in this section for the complete breakdown on the side quest.

Hurlocks infest the next room. Enter the chamber with ranged attacks firing. You can wound a few of the hurlocks before they reach you for melee, and if you have strong ranged attacks, you may even take down the deadlier hurlock emissary first. There's a lot of loot in the area; just be careful of the shrieks that pop up in the wine cellar to the south.

As you enter the prisoner area, ghouls rise up from the ground and defend their territory. The ghouls tend to swarm you, and with their superior numbers, it can prove difficult if you aren't careful. Don't let the ghouls flank you too much, and if they do, retreat to the entrance and battle them there for side protection. After the ghouls are sliced up, release the human prisoners to gain a small approval bump with several companions.

Note: A locked door in the west wall leads to the secret Avvar crypt. A rogue with lockpicking can open this door and collect the Howe Bow within, but you cannot pass the doors beyond that. You must complete the Dark Theurge quests during the "Sealing the Great Barrier Doors" side quest for the keys that allow entrance.

Peek around the corner to the north and you'll spy Adria on the far side of the chamber. As you approach, she reveals her ghoulish complexion. It's too late for her, and the only option for the poor woman and her ravenous ghouls is a swift death. After you defeat Adria, you can gain a ring of mastery from her corpse.

Continue a little farther past Adria's chamber and you'll reach a collapsed passage. Walk up to the rocks and Maverlies will show up to thank you for the job so far. While her men clear the rubble out of your way to continue, she escorts you back up to the surface.

Note: You can return to the underground levels beneath Vigil's Keep after you complete one main quest. See the "Sealing the Great Barrier Doors" quest for details.

After you've gathered all four keys from the Dark Theurge quests, return to the basement's prison block and open the locked door in the west wall with the key. The crypt contains more than a dozen lootable items, including a sack with the Howe Bow for Nathaniel. Take your time examining each one. When you descend to the bottom level, Avvar skeletons will rise up to stop you. They appear all around you, so get your party into a tight circle and watch each

other's back. Keep skeletons off your healer so he or she doesn't get interrupted while casting the valuable heals. Concentrate party damage at a single target at a time to drop enemies faster and get the numbers under control.
Once all enemies are decimated and all loot claimed, use the four keys on their proper locks around the crypt. This opens another locked door into the deeper crypt room.
More Avvar sarcophagi greet you here. As you enter, the Dark Theurge's spirit gusts into the chamber and possesses three Avvar lords. Each lord fights as a warrior with a different style: dual wield, two-handed weapon, and sword and shield. Once you slay the Avvar lords, the Dark Theurge is finally destroyed and you can collect your hard-earned rewards.

A Master's Work

Type: Exploration
Start: Wade in Vigil's Keep Courtyard
Destination: Blackmarsh, Kal'Hirol, and the Wending Wood
Task: Receive special magic items by gathering exotic materials for Master Wade
Quest Tips: Master Wade, via Herren at the armor shop in the Vigil's Keep courtyard, promises to make special gear for you if you can retrieve various exotic materials. Three separate quests spawn from this one: "Golem's Might," "Heart of the Forest," and "Worked to the Bone." See the individual quest entries for details on how to retrieve the exotic materials.
XP Reward: None
Money Reward: None
Item Reward: None

A Medical Necessity

Type: Exploration
Start: Soldier in Vigil's Keep Courtyard
Destination: Vigil's Keep Courtyard
Task: Save some wounded soldiers with medical supplies
Quest Tips: As you approach the portcullis entrance to the Inner Keep during "The Assault on Vigil's Keep" introduction, kill the darkspawn attacking the guard near the Inner Keep entrance. If you save the guard, you can speak to him for this quest. Cross the courtyard to the southeast corner and retrieve the medical supplies in a wooden crate. Return to the guard with the supplies to complete the quest.
XP Reward: 1,500 XP
Money Reward: None
Item Reward: None

Oaths of Fealty

Type: Politics
Start: Vigil's Keep Throne Room
Destination: Vigil's Keep Throne Room
Task: Speak with the nobles of your court
Quest Tips: When you're ready after the events of "The Assault on Vigil's Keep," speak with Varel and he'll initiate the fealty ceremony. Speak with the various nobles in the throne room and accept all quests. It's all about learning the ins and outs of court life. When you're finished talking with everyone, speak with Varel again and he ends the ceremony.
XP Reward: 2,000 XP
Money Reward: None
Item Reward: None

The Peasant Revolution

Type: Combat
Start: Vigil's Keep Courtyard
Destination: Vigil's Keep Courtyard
Task: Quell a peasant revolt in the keep
Quest Tips: After you have finished two of the three main quests, the peasant revolt will trigger when you return to Vigil's Keep. There is no avoiding it. You can try to pacify the peasants with an offer of grain if your Coercion skill is high enough, or you can Intimidate them into submission with a high enough score. Otherwise, the peasants will revolt, and it's your party and the keep soldiers against the citizens. Because you're geared and they aren't, it's a bit of a massacre. Fortunately, you've stopped future revolts with your actions.
XP Reward: 2,000 XP
Money Reward: None
Item Reward: None
Note: For complete details on "The Prisoner" side quest, see the "Assault on Vigil's Keep" walkthrough in the previous chapter.

Salvage Operation

Type: Combat
Start: Private in Vigil's Keep Courtyard
Destination: Anselm's Reef
Task: Retrieve trade goods from the scavengers
Quest Tips: Grab the quest from the private in Vigil's Keep courtyard and a new world location

opens up: Anselm's Reef. Head to Anselm's Reef and defeat the scavengers there. Retrieve the trade goods secured by the scavengers, and when you return to civilization, you can sell the goods for profit.
XP Reward: 1,000 XP
Money Reward: None
Item Reward: None



Sealing the Great Barrier Doors

Note: After completing one major quest, seek out Sergeant Maverlies again in front of the Vigil's Keep basement door. She will give you this quest as the second part of the "clearing out darkspawn from beneath the Keep" task. You can now finish the job in the Deep Roads.

Runthrough (Vigil's Keep Deep Roads)

Summary: Seal the Deep Roads and protect Vigil's Keep from further darkspawn incursion.

1 - Enter the Deep Roads.
2 - Visit the Shrine of Korth.
3 - Beware of a darkspawn ambush.
4 - Collect gemstones.
5 - Battle through the animated skeletons.
6 - Encounter the Dark Theurge.
7 - Combat the final darkspawn.
8 - Slay the possessed ogre commander and seal the Deep Roads off.

Vigil's Keep Deep Roads Cheatsheet

Side Quest

Sealing the Great Barrier Doors

Important NPCs

None

Key Items

Call of the Inferno

Corrupted Idol

Elven Runestone

Golden Idol of Korth

Key of Haakon

Key of Korth

Key of the Lady

Key to the Crypt

Talisman of Restoration

Monsters

Genlock Emissary

Genlocks

Hurlock Emissary

Hurlocks

Ogre Commander

Possessed Ogre Commander

Skeletons

Side Quests

The Dark Theurge

The Wraith's Vengeance

You can enter the Deep Roads beneath Vigil's Keep after you complete "It Comes from Beneath" and one major quest, return to Vigil's Keep, and speak with Maverlies. Clean out the darkspawn to safeguard Vigil's Keep. If you don't, during the "Siege on Vigil's Keep" the darkspawn will pour up from the basement and you won't have a chance to save the keep.
Take a side trip to the north to the altar of Korth area. See the "Shrine of Korth" side quest for complete details. Make sure you pick up the Key of Korth in the urn near the altar.
Expect a major ambush as you enter this area. Genlocks, hurlocks, and a genlock emissary surround you in the side alcoves and side passages. Inch into the main corridor and try to spot an enemy before you pull all of them on you. Pick off any targets you can see with ranged attacks, and if you see a group, throw a big AoE attack on them to weaken the full assault against you. Pick up the Key of Haakon in the south alcove's trapdoor.

Note: If you're working on the "Bombs Away!" side quest for Dworkin, pick up more lyrium sand in the northeast alcove.

After defeating the darkspawn in the ambush area, take a side trip to the gem mine. You can gain some diamonds and Elven Runestone gift in the area. If you didn't trigger them in the all-out brawl earlier with the darkspawn, watch for the genlocks to appear in the gem mine corridor as you exit.
Raise the portcullis in the passage that heads south and follow the corridor until you reach a chamber with statues encircling a lit center. Skeletons will animate and attack as you enter the circle, and one of the skeletons will drop the Trickster's Boots once they lie as scattered bones again.
The next room holds the Dark Theurge and its corresponding quest. You'll accidentally free the Dark Theurge when you enter the room (you must do this to continue). Attempt to slay the Dark Theurge, though it has a fair amount of health and will use lightning spells to keep you at distance. When it drops below 50 percent health, the Dark Theurge summons six skeletons to fight for it.

When the Dark Theurge is finally "defeated," it retreats to the side alcove in the east. There it remains motionless while it heals itself, and you can't interact with it. Instead, examine the apparatus in the center of the room. This discharges a lightning bolt that blasts through the wall behind the Dark Theurge and frees the creatures, launching "The Wraith's Vengeance" quest. It also opens the way for you to continue to the end of Vigil's Keep's Deep Roads.
Follow the passage to the east and then wind through some twists and turns until you reach a room containing a scroll and chest. Loot both, and make sure you hold onto the Key of the Lady from the chest. The final mass of darkspawn defends the northern corridor. Prepare to battle genlocks, hurlocks, a hurlock emissary, and a huge ogre commander behind them. If you can engulf the corridor in AoE damage that doesn't also hit your party, that's the best course of action. Otherwise, pull the enemies toward you and seek protection in the side corridor if enemies begin to flank.
As if the ogre commander wasn't bad enough the first time around, the Dark Theurge possesses it after you defeat it and you must battle it a second time. It may be a little easier to take it on this time, without all the other darkspawn to run interference; then again it may not, depending on how banged up you are after the first fight. Pop whatever potions and poultices you have and gut it out. It's the last battle before finishing the quest.
When you beat the possessed ogre, the Dark Theurge disappears, but it's not destroyed. If you want to continue with "The Wraith's Vengeance" quest, gather all four Avvar keys. You should have three of them if you looted everything in the basement and Deep Roads levels (the fourth is in the Avvar crypt itself). One of the fallen darkspawn here drops the key to the crypt. Take that key, along with the three others, and return to basement. See the "It Comes from Beneath" quest for complete details.
Finally, you reach the great doors and Voldrik arrives to seal them. You've completed your quest to clean up the keep's underground areas, and now you can rest easy that darkspawn won't spill up from the earth's bowels anymore.

Sheepherder's Lament

Type: Politics
Start: Vigil's Keep Throne Room
Destination: Vigil's Keep Throne Room
Task: Rule on the fate of Alec the sheepherder
Quest Tips: This sub-quest is part of the "A Day in Court" quest. Alec the sheepherder stole two bushels of grain to feed his family in these tough times. You can execute him, flog him, or conscript him to the keep's army. If you allow Varel to rule on the case, he will execute Alec for breaking the rules. You can do the same. You can also flog him, which will be seen as a just decision by most of the keep. If you force Alec to pay off his debt in the army, he fights valiantly in the final battle at the keep and actually goes on to form an order of knights that lasts a thousand years.
XP Reward: See "A Day in Court"
Money Reward: None

Item Reward: None

The Shrine of Korth

Type: Exploration
Start: Vigil's Keep Deep Roads
Destination: Vigil's Keep Deep Roads
Task: Visit the Shrine of Korth and pay it homage (or not)
Quest Tips: Enter the Deep Roads and visit the chamber nearest the entrance (see "Sealing the Great Barrier Doors" map). A mysterious Avvar altar to Korth waits for its next worshipper or victim. The altar is a test and has three possible outcomes. If you take the treasure on the altar, you gain 15 sovereigns, but must fight the two golem guardians that awake to protect the altar. If you add the golden idol from the corpse near the altar, you gain experience. If you also add a diamond to the offering, you gain the magic axe Frenzy. You can also defile the altar if you bring the desecrated idol from the Dark Theurge's room back to the altar. This will cause the golems to crumble to pieces and you receive no reward.
XP Reward: 1,000 XP (if you placed the golden idol on the shrine)
Money Reward: 15 sovereigns (if you took the offering and awoke the golem guardians)
Item Reward: Frenzy axe (if you placed the golden idol on the shrine)

Solomon's Bridge

Type: Politics
Start: Vigil's Keep Throne Room
Destination: Vigil's Keep Throne Room
Task: Rule on Lady Liza's land claim
Quest Tips: This is part of the "A Day in Court" quest. Lady Liza Packton and Ser Derren are at odds over land. If you rule in Lady Liza's favor and give her the land, Ser Derren will be bitter and may join the conspiracy against you (see "A Brewing Conspiracy"). It's possible to give the land to Lady Liza and use your Coercion skill to mollify Ser Derren with a promise of future concessions. If you give the land to Ser Derren, Lady Liza will join the conspiracy. If you choose to keep the land for the Wardens, you gain 100 sovereigns, but are seen as a tyrant and both nobles will join the conspiracy against you.
XP Reward: See "A Day in Court" quest
Money Reward: 100 sovereigns (if you keep the land for yourself)
Item Reward: None

The Survivors of Vigil's Keep

Type: Combat
Start: Vigil's Keep Interior
Destination: Vigil's Keep Interior
Task: Rescue the four keep survivors trapped by the darkspawn
Quest Tips: During your initial run through the keep interior during "The Assault on Vigil's Keep" there are four survivors desperately trying to survive the darkspawn (see the walkthrough map in "The Assault on Vigil's Keep" chapter for the survivors' exact locations). As soon as you see these survivors, the nearby darkspawn will attack them. If you aren't quick to the defense, a survivor will die and the quest ends in failure. Rescue all four and you earn a large XP reward.
XP Reward: 3,000 XP
Money Reward: None
Item Reward: None

Trade Must Flow

Type: Exploration
Start: Mistress Woolsey in the Vigil's Keep Throne Room
Destination: Various Locations
Task: Convince Armaas or Lilith to trade with Vigil's Keep
Quest Tips: The keep needs trade to survive. Mistress Woolsey offers this quest to you in the hopes of resurrecting new trade routes. If you save the merchant at the start of "The Assault on Vigil's Keep" you gain an upgrade to the merchant's store and increase trade. If you convince Armaas in the Silverite Mine to trade with Vigil's Keep, you increase trade, or you can also find the traveling merchant Lilith during a random encounter and ask her to trade with Vigil's Keep. This quest completes once Armaas or Lilith agree to trade, but if you finish all the quests on the Merchants' Guild Board in Amaranthine, you increase trade. Complete a combination of these trade possibilities to gain a large monetary reward.
XP Reward: 1,000 XP
Money Reward: 60 sovereigns
Item Reward: None

What Is Built Endures

Type: Exploration
Start: Voldrik in Vigil's Keep Courtyard
Destination: Vigil's Keep Courtyard

Task: Bring back granite to increase the strength of Vigil's Keep's walls
Quest Tips: Note you must complete the "Cost of Doing Business" quest to gain access to this quest. After Voldrik gives you the quest, journey to the Wending Wood and retrieve granite from the quarry (see the Wending Wood map for the granite deposit's exact location). If you bring Voldrik back the granite and promise to send men to guard the quarry, Voldrik will finish his upgrade on the keep walls. The entire keep will look much more magnificent!
XP Reward: 1,000 XP
Money Reward: None
Item Reward: Upgrade to the Vigil's Keep walls

Worked to the Bone

Type: Exploration
Start: Queen of the Blackmarsh's Mountaintop
Destination: Various Locations
Task: Find five items for Master Wade to custom build you a unique sword
Quest Tips: When you defeat the Queen of the Blackmarsh Fade dragon on the mountaintop in the Blackmarsh, you gain a special dragon bone. Return the dragon bone to Master Wade in Vigil's Keep and he offers you this quest. He needs you to collect a diamond (buy from a vendor or gain as loot), a greater warmth potion (buy from a vendor or gain as loot), fresh dragon egg (found in the Silverite Mine; see map for exact location), and a grandmaster flame rune (you will most likely have to craft this yourself). Collect them all and he crafts the excellent Vigilance sword in the form of either a greatsword or a longsword.
XP Reward: 500 XP
Money Reward: None
Item Reward: Vigilance
Note: For more information on the Vigilance Longsword or Greatsword, refer to the "Crafted" weapons section in the Equipment chapter.

The Wending Wood



Wending Wood



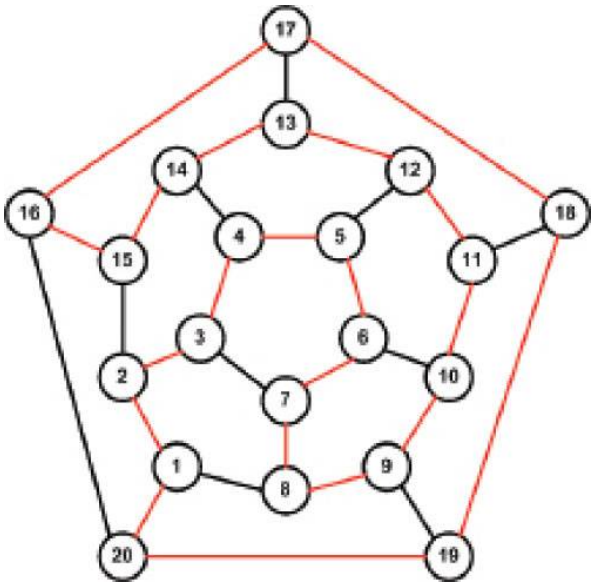
Legend

- "The Fire Puzzle"
- "Brothers of Stone"
- "Ines the Botanist"
- Engraved Statue ("Maferath's Monuments")
- Engraved Statue ("Maferath's Monuments")
- Engraved Statue ("Maferath's Monuments")
- Engraved Statue ("Maferath's Monuments")
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- Engraved Statue ("Maferath's Monuments")
- Engraved Statue ("Maferath's Monuments")
- Engraved Statue ("Maferath's Monuments")
- Fine Silk (Barrel) for "The Merchant's Goods"
- Fine Silk (Barrel) for "The Merchant's Goods"
- Fine Silk (Bundle of Cloth) for "The Merchant's Goods"
- Fine Silk (Scavenger) for "The Merchant's Goods"
- Fine Silk (Crate) for "The Merchant's Goods"
- Fine Silk (Crate) for "The Merchant's Goods"
- Fine Silk (Chest) for "The Merchant's Goods"
- Fine Silk (Chest) for "The Merchant's Goods"
- Fine Silk (Scavenger) for "The Merchant's Goods"
- Dead Scholar ("The Fire Puzzle")
- Granite Deposit ("What Is Built Endures")
- Heartwood (The Old One) for "Heart of the Forest"
- Northern Prickleweed ("Ines the Botanist")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Magister's Remains ("Brothers of Stone")
- Velanna
- Ines the Botanist

Brothers of Stone

Type: Exploration
Start: Wending Wood
Destination: Wending Wood
Task: Side with the Statue of War or Statue of Peace and end their suffering
Quest Tips: Seek out the statues in the Wending Wood (see map for exact location). Speak to the Statue of War, then the Statue of Peace. You can only complete one or the other's request to end their suffering. If the brothers' longing for vengeance or peace strike a chord with you, then complete that story, or you can check the rewards and complete whichever complements your group best (a sword for the war path and recipes for the peace path). If you choose the war path, find the magister's remains a short distance down the hill (scroll 27 on the map). Defeat the Statue of War's ancient foe and collect the Winter's Blade reward next to the statue upon completion of the quest. If you choose the peace path, convince the Statue of War to be at peace instead of seeking vengeance. After doing so, return to the Statue of Peace for your recipe rewards.
XP Reward: 1,500 XP
Money Reward: None
Item Reward: The Winter's Blade (war path), or Greater Spirit Balm Recipe, Master Stamina Draught Recipe, Potent Stamina Draught Recipe (peace path)

The Fire Puzzle



Type: Puzzle
Start: Wending Wood
Destination: Wending Wood
Task: Solve the fire puzzle to earn a magic amulet
Quest Tips: Examine the dead scholar near the main intersection (scroll 18 on the map) for the items necessary to start the puzzle. Descend the hill to the fire puzzle at the base. Stand on the opposite end of the puzzle (see screenshot) and interact with the missing stone. Complete the fire puzzle in the order shown (see diagram) to ignite all sides and call forth the rewards chest.
XP Reward: 1,500 XP
Money Reward: None
Item Reward: Illumination amulet

From the Living Wood

Type: Combat
Start: Chanter's Board in Amaranthine
Destination: Wending Wood
Task: Slay ancient sylvans to collect five ancient sylvanwoods
Quest Tips: Pick up the quest at the Chanter's Board in Amaranthine and head to the Wending Wood. Throughout the northern section of the Wending Wood, five ancient sylvans slumber (scrolls 22-26 on the map). These ancient sylvans appear only if you have the quest and approach close enough for melee combat. Slay the five ancient sylvans, collect the

ancient sylvanwood, and return to Kendrick in Amaranthine for your reward.
XP Reward: 1,000 XP
Money Reward: 15 sovereigns
Item Reward: None

Ines the Botanist

Type: Exploration
Start: Wynne in Amaranthine
Destination: Wending Wood
Task: Speak with Ines and find northern prickleweed
Quest Tips: Speak with Wynne outside the Chantry in Amaranthine. As long as you don't offend Wynne by being rude, she will ask you to track down Ines the Botanist in the Wending Wood. You can find Ines in the southeast corner of the Wending Wood. Agree to help her find the northern prickleweed, which is near the Silverite Mine (scroll 21 on the map), and return the seeds to Ines for your reward. This quest is unavailable if Wynne was killed in *Origins*.
XP Reward: 1,000 XP
Money Reward: None
Item Reward: Superb Health Poultice Recipe, Superb Lyrium Potion Recipe

Last Wishes

Type: Combat
Start: Keenan in Silverite Mine
Destination: Nida in Amaranthine's Crown and Lion Inn
Task: Return Keenan's wedding ring to his wife
Quest Tips: You find Keenan in a side cavern in the Silverite Mine (see map). His legs have been crushed by a hurlock dragon-tamer (scroll 2 on the map), and the vile creature stole his wedding ring. You grant Keenan's last dying wish to retrieve the ring and return it to Keenan's wife, Nida. Seek out the dragon-tamer and slay him in the side cavern. It won't be an easy fight, because he has some dragonling and drake allies. Once you slice through them all, recover Keenan's wedding ring from the dragon-tamer's corpse (you can also gain the maul that crushed Keenan's legs) and return the ring to Nida in the Crown and Lion Inn. She probably doesn't deserve the ring, as you discover after talking to her, but you gain the extra XP when you speak with her in one of the inn's side rooms.
XP Reward: 1,000 XP
Money Reward: None
Item Reward: Leg-Crusher maul

Maferath's Monuments

Type: Exploration
Start: Merchants' Guild Board in Amaranthine
Destination: Wending Wood
Task: Trace inscriptions from eight statues
Quest Tips: Pick up the quest from the Merchants' Guild Board in Amaranthine. Head to the Wending Wood and find all eight engraved statues scattered throughout the forest. Interact with each statue to update your quest. When you return to Kendrick in Amaranthine, you get some nice coin in your pocket.
XP Reward: 1,500 XP
Money Reward: 13 sovereigns
Item Reward: None

The Merchant's Goods

Type: Exploration
Start: Merchants' Guild Board in Amaranthine
Destination: Wending Wood
Task: Find the nine lost bundles of fine silk
Quest Tips: Pick up the quest from the Merchants' Guild Board in Amaranthine. Head to the Wending Wood and find all nine fine silk bundles in the southern half of the forest. Most are in the barrels and chests along the main road. A couple drop from scavengers raiding along the roads. Clear the whole southern area to find all the fine silks. Return to Kendrick in Amaranthine for a very sizable monetary reward.
XP Reward: 1,000 XP
Money Reward: 25 sovereigns
Item Reward: None

Trading Troubles

Type: Exploration
Start: Wending Wood
Destination: Wending Wood
Task: Stop the attacks on the merchant caravans
Quest Tips: This is a sub-quest to "The Righteous Path" main quest; it begins as soon as you enter the Wending Wood, and must be completed as part of "The Righteous Path." See "The Righteous Path" walkthrough for complete details. To stop the attacks on the caravans, you must either have Velanna join your party, kill her, or let her go after she realizes the error of her

ways. When you return to Mervis at the completion of "The Righteous Path," he rewards you with 20 sovereigns for your efforts, unless you have a Coercion score of three or higher, in which case you can convince Mervis to pay 30 sovereigns.
XP Reward: 9,000 XP (cumulative)
Money Reward: 20 sovereigns or 30 sovereigns
Item Reward: None

Random Encounters



Darkspawn, mercenaries, blood mages, and even dragons swarm the countryside. Once you leave the safety of a secured Vigil's Keep, you always have a chance to run across wild creatures or important story moments through random encounters. There are two types of random encounters: static and repeatable. Static encounters are set story moments that trigger during certain points in your travels. In the absence of a static encounter there's a 30 percent chance of a repeatable encounter. See the next page for repeatable encounter tables, which outline the likelihood of creatures in each terrain type.
Note: In *Awakening*, you will run into fewer random encounters than your travels in *Dragon Age: Origins*. Only about
30 percent of locations on your new world map produce random encounters.



Most encounters involve enemy numbers much greater than your party's size. Don't forget your standard battle tactics: warrior tanking the toughest foes, rogues dishing out damage wisely, mage blasting out AoE damage or timely healing. Use the terrain to your advantage. Cover can shield you from ranged fire, and obstacles such as fences and rocks can minimize flanking attempts. In the encounters where it's not a pure hack-and-slash battle royale, think about consequences of your actions and what appeals most to your style of play and character's personality.

Always prepare for a fight on the road. The worst feeling is finishing off a major quest, then trying to limp back across the world, only to be smashed by a random encounter. Save before traversing the land in case of disaster, heal back to full before traveling, and don't let up even a bit when you see the small squad of darkspawn over the hill.



For each random encounter, the enemy numbers and makeup are random. For example, you may encounter four melee bandits and two archers one time, and in the next bandit random encounter, you may run into six melee bandits and one archer. Treasure is also randomly assigned.

Static Encounters

Encounter	Trigger
Meeting Nathaniel	One plot is completed, you refused to take Nathaniel with you when you encountered him in Vigil's Keep at the start of the game, but you also did not elect to have him killed (he was in a holding cell). You will only find Nathaniel in the forest either between Vigil's Keep and Amaranthine or between Vigil's keep and the Wending Wood.
Meeting Velanna's Clan	Have Velanna in party when the Righteous Path is completed. You will only find Velanna in the forest either between Vigil's Keep and Amaranthine or between Vigil's keep and the Wending Wood.
Meeting Lilith the Merchant	At least one plot is completed
Barbarian Horde	At least one plot is completed
Dragon Slayer	At least one plot is completed
Ambush by Assassins	At least one plot is completed
Pirate Encounter	At least one plot is completed

Forest Encounters

Chance of Encounter	Enemy
30%	Darkspawn
8%	Bandits
8%	Weak Bandits
7%	Elves
7%	Mercenaries
6%	Fen Witch
6%	Wild Sylvans
5%	Werewolves

4%	Bears
4%	Blighted Animals
4%	Wolves
3%	Barbarians
3%	Spiders
2%	Blood Mages
2%	Qunari Mercenaries
1%	Dragons

Canyon Encounters

Chance of Encounter	Enemy
30%	Darkspawn
12%	Possessed Corpses
10%	Bandits
10%	Mercenaries
9%	Dwarves
8%	Blood Mages
7%	Dragons
6%	Weak Bandits
5%	Blighted Animals
3%	Qunari Mercenaries

Beach Encounters

Chance of Encounter	Enemy
40%	Darkspawn
10%	Possessed Corpses
9%	Bandits
9%	Mercenaries
9%	Weak Bandits
8%	Blighted Animals
7%	Qunari Mercenaries
6%	Blood Mages
2%	Dragons

Farm Encounters

Chance of Encounter	Enemy
30%	Darkspawn
12%	Bandits
12%	Wolves
10%	Mercenaries
8%	Blood Mages
7%	Possessed Corpses
7%	Spiders
5%	Blight Wolves
5%	Weak Bandits
4%	Dragons

Achievements and Trophies

Amaranthine's Last Hope

Achievement/Trophy Task: You must save the city of Amaranthine. Participate in the battle of Amaranthine and defeat the darkspawn infesting it.



After you've completed the three main quests—"Shadows of the Blackmarsh," "The Righteous Path," and "Last of the Legion"—speak with Varel to initiate the final battles leading up to game's end. Leave Vigil's Keep and journey up to Amaranthine. All will seem hopeless in the city, but you can convince the remaining city guard to let your party in to slay the sacking darkspawn and save any citizens who yet live. Follow the walkthrough advice in the "Siege of Vigil's Keep" section of the Tour of Amaranthine chapter to defeat the darkspawn infesting Amaranthine and claim your reward. Note that you must abandon Vigil's Keep to its fate to earn this achievement reward. Unless you've built up significant defenses on the keep, the Grey Warden fortress will fall along with all your friends and comrades. See The Enduring Vigil Achievement for tips on how to earn that reward and save the keep.

Awakening

Achievement/Trophy Task: You must finish the game and kill the Mother.



See the "Lair of the Mother" section of the Tour of Amaranthine chapter for tips about how best to defeat the Mother in the final battle within the Dragonbone Wastes. It's an incredibly desperate fight with little hope for survival unless you gear up a properly prepared party and play your tactics just right. Good luck.

Blind Vengeance

Achievement/Trophy Task: You must escape the Silverite Mine.



After you work out your disagreements with Velanna in the Wending Wood, she will accompany you into the Silverite Mine. Unfortunately, the Architect ambushes you almost immediately upon entering, strips your party of all your gear, and imprisons you. Velanna's sister aids you in escaping, and then it's a frantic escape attempt as you battle to retrieve your armor and weapons from the enemy. Once you've defeated all the mine foes and regained every piece of lost equipment, you leave the Silverite Mine and complete the achievement. See "The Righteous Path" section of the Tour of Amaranthine chapter for further details on how to escape the mine.

Commander of the Grey

Achievement/Trophy Task: Reach level 30.



Play long and hard to meet this goal. If you run through only the main quests and race off to slay the Mother and end the game, you'll probably top out at around level 25. Finishing all the main quests plus half the side quests will put you a couple of levels higher at level 27 or level 28. To do it right and reach level 30, you must finish all main quests and the majority of side quests. And why wouldn't you want to do that? The side quests can be just as enjoyable as the main quests, and they frequently send you off to unexplored areas of the world where you can get happily lost for hours.

Dragon Age: Origins

Achievements & Trophies

Here are the Origins achievements/trophies that can cross over into Awakening:

Educated: Used a tome to improve the main character's attributes, talents, spells, or skills

Heavy Hitter: Main character inflicted 250 damage with a single hit

Master of Arms: Main character achieved level 20 as a warrior

Shadow: Main character achieved level 20 as a rogue

Archmage: Main character achieved level 20 as a mage
Grey Warden: Killed 100 darkspawn
Master Warden: Killed 500 darkspawn
Blight-Queller: Killed 1,000 darkspawn
Tinkerer: Crafted an item
Persuasive: Succeeded at 5 difficult Coercion attempts
Silver Tongued: Succeeded at 25 difficult Coercion attempts
Bully: Succeeded at 5 difficult Intimidate attempts
Menacing: Succeeded at 10 difficult Intimidate attempts
Veteran: Main character learned a specialization
Elite: Main character learned 2 specializations

The Enduring Vigil

Achievement/Trophy Task: You must have all available upgrades for Vigil's Keep. This includes the following: All three of Herren's mineral requests (iron, veridium, silverite) for armoring your soldiers; find granite for Voldrik to rebuild the walls and assign troops to guard the quarry; seal off the tunnel to the Deep Roads that the darkspawn use to infiltrate the keep.



Before you set off to conquer this achievement, know that it's probably the hardest one to complete because it involves many detailed side quests and 80 disposable sovereigns. Until you have the time and money ready to go, it'll have to wait.
When you're ready to tackle it, you must speak with main NPCs around the Vigil's Keep grounds: Herren/Wade, Voldrik, and Maverlies. Herren and Wade work on beefing up your soldiers' defense, Voldrik improves the keep walls, and Maverlies secures the keep from extra darkspawn attacks from below.
Herren promises that Wade will outfit the Warden troops with better armor if you can deliver

large quantities of iron, veridium, and silverite ore. Iron ore can be found in Kal'Hirol, veridium in the Vigil's Keep basement, and silverite—where else?—in the Silverite Mine. See the walkthrough maps for the deposits' exact placements. If you collect all three, Herren and Wade will arm a special regiment of soldiers to guard the keep when the "Siege of Vigil's Keep" triggers.

To upgrade your keep walls, seek out Voldrik and pay him 80 sovereigns. Leave the keep and upon your return, you will find a less damaged version of the keep. Unfortunately, the walls need more repair. Speak with Voldrik again and he asks you to find granite to strengthen the walls. Head out to the Wending Wood and find the granite deposits there (see the map in "The Righteous Path" section of the Tour of Amaranthine chapter for exact placement). Supply the men required to keep Voldrik's workers safe and he will build you walls that will withstand a siege. Your companions will survive the siege too.

Sergeant Maverlies watches over the basement and reports on any darkspawn activity below ground. After your initial clearing of darkspawn during the "Assault on Vigil's Keep," speak with Maverlies once you leave the throne room. She asks you to wipe out any darkspawn you find in the basement. Go downstairs, hack and slash through the darkspawn and click on the rocks at the farthest point. Maverlies returns and the first part of the quest completes.

Leave Vigil's Keep and complete at least one major plot quest, such as "Shadows of the Blackmarsh." When you return to the keep, Maverlies informs you of more darkspawn in the basement. Fight through all the enemies, including the Dark Theurge, who possesses once-defeated enemies that you have to fight again. See the Side Quests chapter for further details on how to beat all the Vigil's Keep basement quests. Once the final darkspawn falls, Maverlies and Voldrik will arrive to repair the ancient doors and seal them for good against the darkspawn.

If and only if you upgrade all three facets of Vigil's Keep—soldiers, walls, and basement—do you finally earn the title of "The Enduring Vigil." No one's getting into the keep now without you knowing about it.

Keeper of the Vigil

Achievement/Trophy Task: You must save Vigil's Keep. Leave Amaranthine to its fate and return to Vigil's Keep to participate in the siege there.



After you've completed the three main quests—"Shadows of the Blackmarsh," "The Righteous Path," and "Last of the Legion"—speak with Varel to initiate the final battles leading up to game's end. Leave Vigil's Keep and journey up to Amaranthine. Listen to the guards' assessments that the city is lost and command them to burn it to the ground. Return instead to Vigil's Keep to save friends and allies. Follow the walkthrough advice in the "Siege of Vigil's Keep" section of the Tour of Amaranthine chapter to defeat the darkspawn sieging the keep and claim your reward. Note that you must abandon Amaranthine to its fate to earn this reward.

Pride Comes Before the Fall

Achievement/Trophy Task: You must defeat the baroness. Kill her in her pride demon form in the Blackmarsh after escaping the Fade.



See the "Shadows of the Blackmarsh" section of the Tour of Amaranthine chapter for tips on how best to defeat the baroness after you return from the Fade. It's nothing like the first battle you have against her in the Fade when she remains in mortal form. Here she morphs into her pride demon form, and it's a long marathon of damage and healing to survive her continuous onslaughts.

Savior of Kal'Hirol

Achievement/Trophy Task: You must destroy the broodmothers in Kal'Hirol.



First, you have to battle through all of Kal'Hirol to reach the Lower Reaches. Next, you must defeat the Lost and an inferno golem to gain access to the broodmother chamber. The battle with the Lost will likely be more difficult even than the broodmother encounter, so make sure you haven't run out of poultices and potions by the time you reach the bottom of Kal'Hirol. Once inside the broodmother chamber, slice through the tentacle groups that reach for you through the ground. You'll spot four chains at the corners of the chamber. Make a beeline for the nearest one and cut down the chain as soon as you get a chance. Continue to bash away at the tentacles and steadily advance on a second chain. Once you cut down that second chain, the framework drops on the broodmothers and crushes them dead. Collect your reward and a well-earned deep breath. For further details on the Kal'Hirol encounters, see the "Last of the Legion" section of the Tour of Amaranthine chapter.

Achievements

Achievement	Xbox 360 Gamerscore Points Awarded	PS3 Trophy Awarded
Amaranthine's Last Hope	25	Bronze
Awakening	50	Gold
Blind Vengeance	30	Bronze
Commander of the Grey	30	Bronze
The Enduring Vigil	30	Bronze
Keeper of the Vigil	25	Bronze

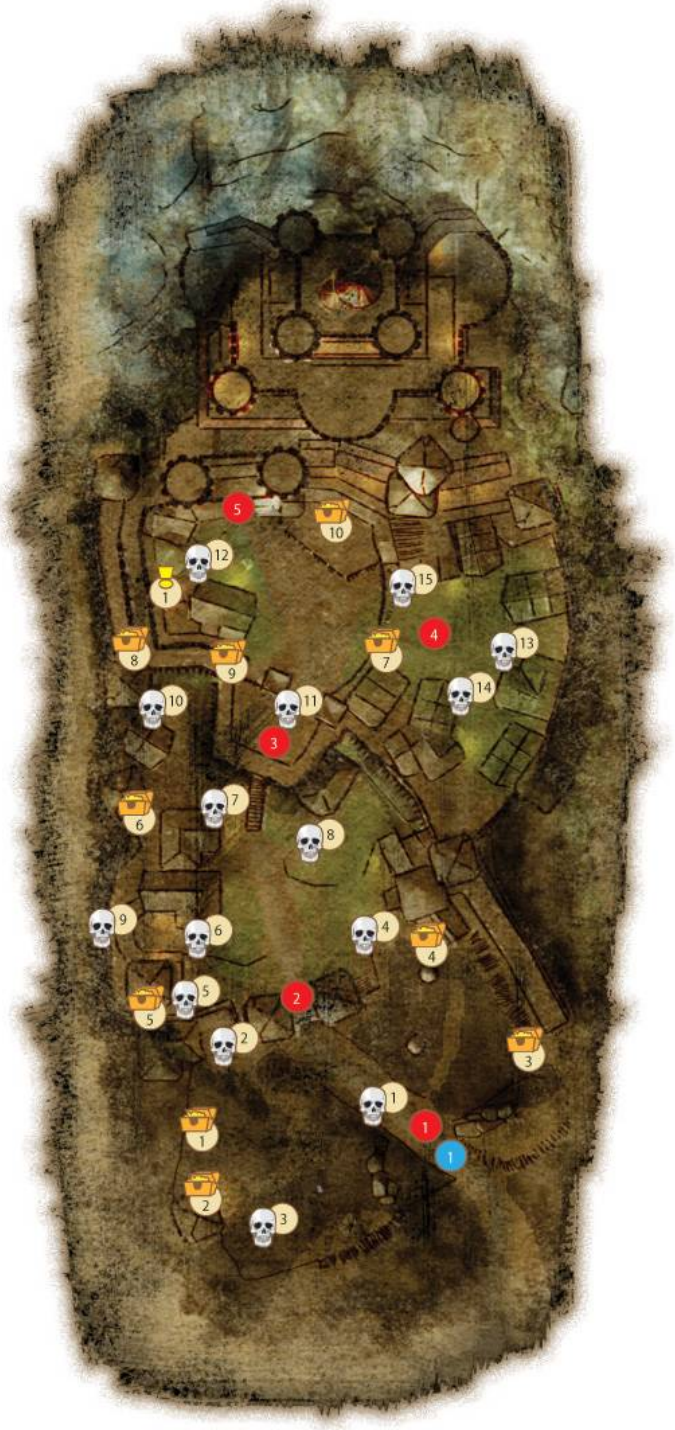
Pride Comes Before the Fall	30	Bronze
Savior of Kal'Hirol	30	Bronze

Maps

World Map



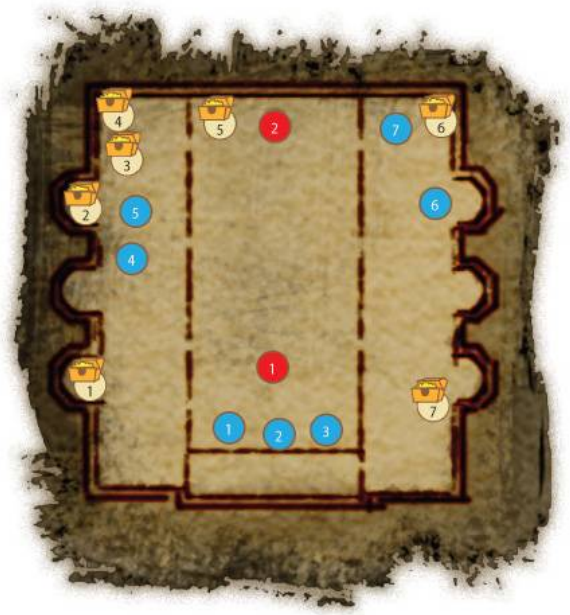
Walkthrough Maps



Legend

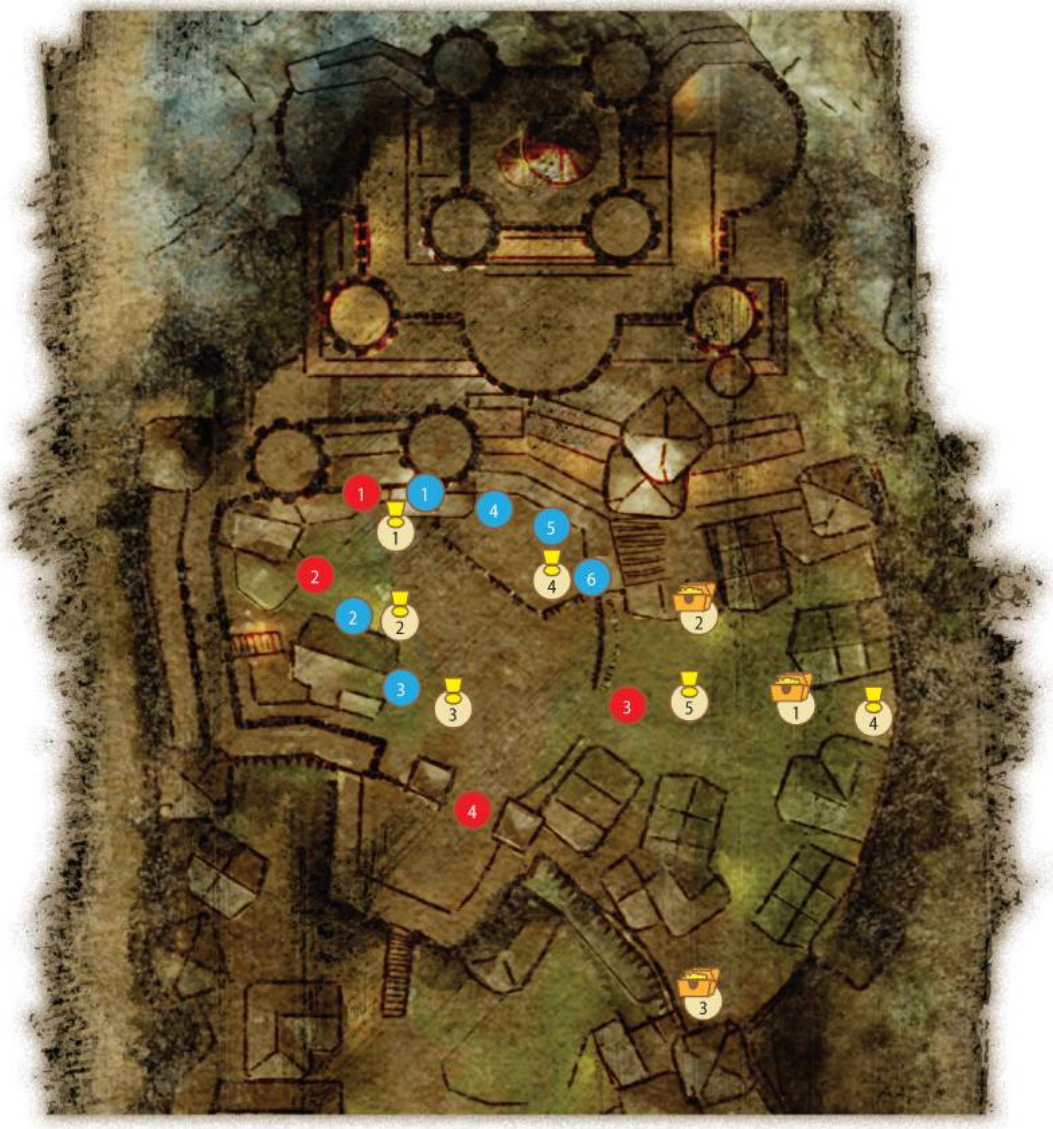
- 1 Genlocks
- 2 Genlocks
- 3 Genlocks
- 4 Genlocks
- 5 Hurlock
- 6 Shriek
- 7 Ogre
- 8 Hurlocks
- 9 Genlocks & Hurlock
- 10 Hurlocks
- 11 Genlock Emissary & Hurlocks
- 12 Hurlocks
- 13 Hurlocks
- 14 Genlock & Hurlocks
- 15 Shriek
- 1 Blood Lotus
- 2 Chest
- 3 Blood Lotus
- 4 Chest
- 5 Chest
- 6 Wooden Crate
- 7 Chest
- 8 Wooden Crate
- 9 Chest & Wooden Crate
- 10 Chest (locked)
- 1 Mhairi
- 1 "A Medical Necessity"


Legend
1 Shriek Alpha & Shrieks
2 Hurlocks
3 Genlocks & Hurlocks
4 Hurlock Emissary & Hurlocks
5 Genlock, Genlock Emissary, & Hurlocks
6 Hurlock Alpha & Hurlock Emissary
7 Genlock Emissary, Genlocks, & Hurlock Alpha
Genlocks
8 Genlocks & Hurlocks
9 Genlocks & Hurlocks
10 Genlock Alpha
11 Hurlocks
12 Wooden Crate
1 Wooden Crate
2 Chest
3 Wooden Crate
4 Chest (Sleeper ring)
5 Chest
6 Pile of Books
7 Pile of Books
8 Chest
9 Wooden Crate
10 Chest
11 Chest
12 Anders
1 Oghren
2 Rowland
3 "The Survivors of Vigil's
1 Keep"
Portcullis Lever
1 Keep Survivor ("Survivors of Vigil's Keep")
2 Keep Survivor ("Survivors of Vigil's Keep")
3 Keep Survivor ("Survivors of Vigil's Keep")
4 Keep Survivor ("Survivors of Vigil's Keep")
5 Keep Survivor ("Survivors of Vigil's Keep")



Legend

- Books (Warrior's Heart gift)
- Books (Verses of Dreams gift)
- Armor Stand (Trickster's Tunic)
- Book (Vassals and their Liege codex)
- Personal Storage (Silver Cog ring)
- Book (The First Warden codex)
- Weapon Stand (Dumat's Spine long-sword, Chevalier's Mace)
- Captain Garevel
- Seneschal Varel
- Mistress Woolsey
- Anders
- Ambassador Cera (Enchanter)
- Oghren
- Yuriah (General Goods)



Legend

- Kitten (gift)
- Chest (locked)
- Wooden Crate
- Chest (locked)
- Private
- Sergeant Maverlies
- Voldrik
- Dworkin
- Herren
- Wade
- "A Daughter Ransomed" & "Far Afield"
- "It Comes from Beneath"
- "Cost of Doing Business"
- "Elemental Requirements"
- "The Howe Family"



Legend

- Book (The Crown and Lion codex)
- Chest (locked)
- Chest
- Chest (Kristoff's Mementos gift)
- Book (Kristoff's Journal codex)
- Chest (Spirit Cord, A Letter from Aura codex)
- Innkeeper
- Bartender
- Sorcha
- "The Blight Orphans?"
- Map of Ferelden
- Secret Entrance to Smuggler's Cove (Amaranthine Smugglers quests)



Legend

- 1 Alpha Marsh Wolf & Marsh Wolves
- 2 Alpha Marsh Wolves & Marsh Wolves
- 3 Blighted Werewolves
- 4 Blighted Werewolves
- 5 Blighted Werewolves & Marsh Wolf
- 6 Blighted Shadow Wolves
- 7 Blighted Werewolves & Blighted Shadow Wolves
- 8 Blighted Werewolves
- 9 Childer Grub
- 1 Rashvine
- 2 The Blackmarsh tree (party dialogue)
- 3 Blood Lotus
- 4 Chest
- 5 Rashvine
- 6 Chest
- 7 Toy Horse (gift)
- 8 Madcap
- 9 Town Records (Records of the Blackmarsh codex)
- 10 Chest
- 11 Elfroot
- 12 Blighted Shadow Wolf Corpse (Mark of the Divine ring)
- 13 Chest (Skullcrusher)
- 14 Rocks (Kristoff's Locket gift)
- 15 Ripped Page (The Baroness's Secret codex)
- 16 Chest
- 1 "The Trail of Love"
- 2 "The Lost Dragon Bones"
- 3 "The Burden of Guilt"
- 4 "Tears in the Veil"
- 1 Darkspawn Corpse (clue to Kristoff's whereabouts)
- 2 Cot (clue to Kristoff's where abouts)
- 3 Kristoff's Body



Legend

- Childer Grubs & Genlocks
- Greater Shades & Lesser Shades
- Desire Demons
- Desire Demons
- Desire Demons
- Greater Rage Demons & Lesser Rage Demons
- Greater Shades & Lesser Shades
- Greater Shades & Lesser Shades
- Skeleton Archers
- Devouring Skeletons & Mangled Shambling Skeletons
- Fade (party dialogue)
- Essence of Constitution
- Essence of Willpower
- Essence of Magic
- Essence of Strength
- Essence of Dexterity
- Essence of Cunning
- "The Stone Circle"
- "A Maiden in Distress"



Legend

1 Frenzied Devouring Skeleton, Devouring Skeletons, & Shambling Corpses

2 Desiccated Shambling Corpse, Devouring Skeletons, & Skeleton Archer

3 Hunger Demon & Putrid Devouring Corpses

4 Ancient Fanged Skeleton, Devouring Skeletons, & Skeleton Archers

1 Essence of Cunning

2 Essence of Magic



Legend

- 1 The Baroness
- 2 The First
- 3 Ash Wraiths
- 4 Genlocks & Hurlocks
- 5 Genlocks & Hurlocks
- 1 Essence of Strength
- 2 Book (The Blackmarsh codex)
- 3 Essence of Dexterity
- 4 Essence of Willpower
- 1 Village Watch
- 2 Spirit of Justice



Legend

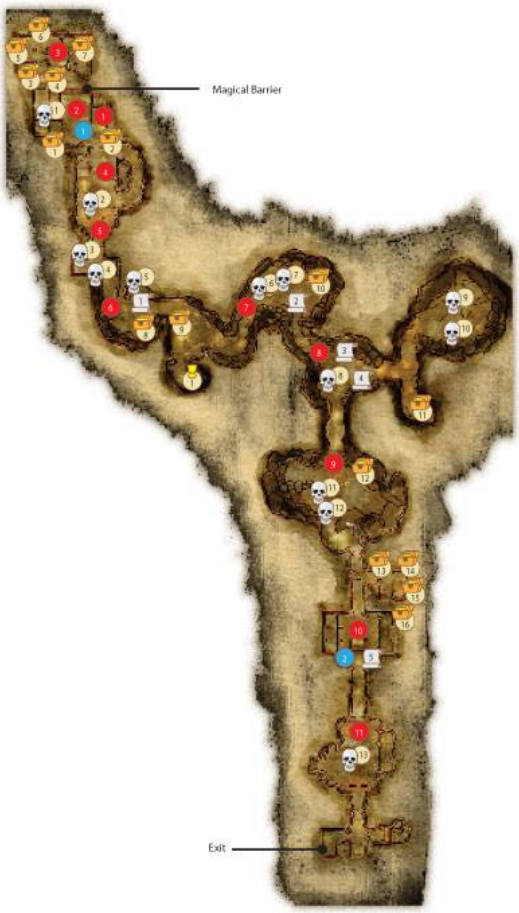
- 1 Fade Portal
- 2 Revenant & Shade
- 3 Fade Portal
- 4 Revenants & Shade
- 5 Fade Portal
- 6 Revenant & Shade
- 7 Fade Portal
- 8 Revenant & Shade
- 9 The Baroness
- 10 Blighted Shadow Wolf

- 1 The First's corpse (Armor of the Sentinel, The Mother's Chosen greatsword)
- 2 Debris (Ornate Silver Bowl gift)
- 3 Chest (Ring of Severity)
- 4 Chest



Legend

- Bandit & Scavengers
- Charred Sylvan & Scavengers
- Charred Sylvan & Scavengers
- Charred Sylvan & Wild Sylvan
- Bandits
- Scavengers
- Wild Sylvans
- Bandits
- Charred Sylvan & Bandits
- Alpha Shriek & Shrieks
- The Old One & Wild Sylvan
- Genlocks & Hurlocks
- Genlocks, Hurlock Alpha, & Hurlocks
- Charred Sylvans
- Alpha Blight Wolf & Blight Wolves
- Giant Spiders & Poisonous Spiders
- Hurlock Alpha, Hurlock Emissary, Genlock, & Hurlocks
- Genlocks, Hurlock Emissary, Hurlock, & Ogre
- Broken Crate
- Wooden Crate & Scroll (Orders to the Militia codex)
- Blood Lotus
- Chest (Fine Silks)
- Rashvine
- Chest
- Rashvine
- Elfroot
- Chest (Fine Silks)
- Deathroot
- Corpse (Bronze Sextant gift)
- Blood Lotus
- Chest
- Chests
- Deathroot & Rashvine
- Rashvine
- Charred Corpse
- Blood Lotus
- Chest
- Darkspawn Corpse
- Madcap
- Darkspawn Corpse (Ash ring) & Cocoon (Apprentice Cowl)
- Hurlock Emissary corpse (Elven Trinket gift)
- Chest
- Wooden Crate
- Blood Lotus
- Elf Corpse (party dialogue)
- Crate (Elven Prayer for the Dead gift, Dalish Gloves)
- Velanna
- Fire Puzzle
- "Brothers of Stone"
- "Heart of the Forest"
- Destroyed Caravan
- Militia Survivor
- Silverite Mine
- Leghold Traps

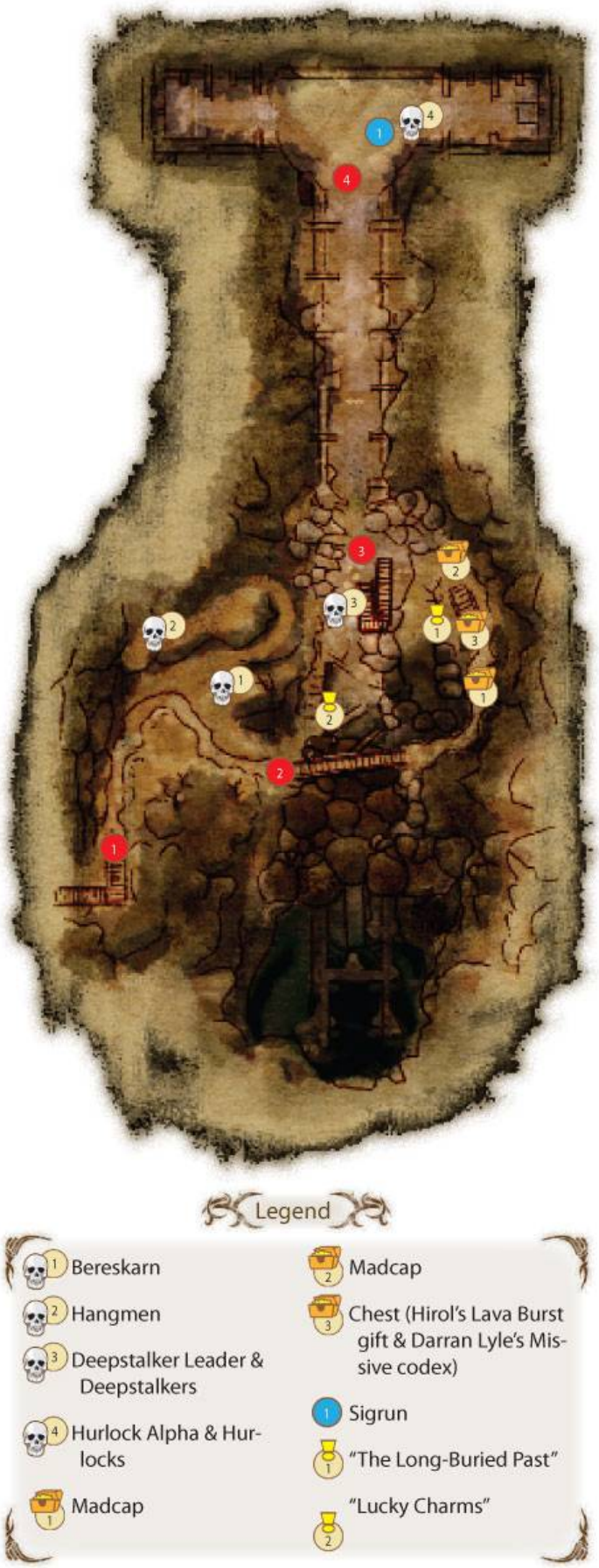


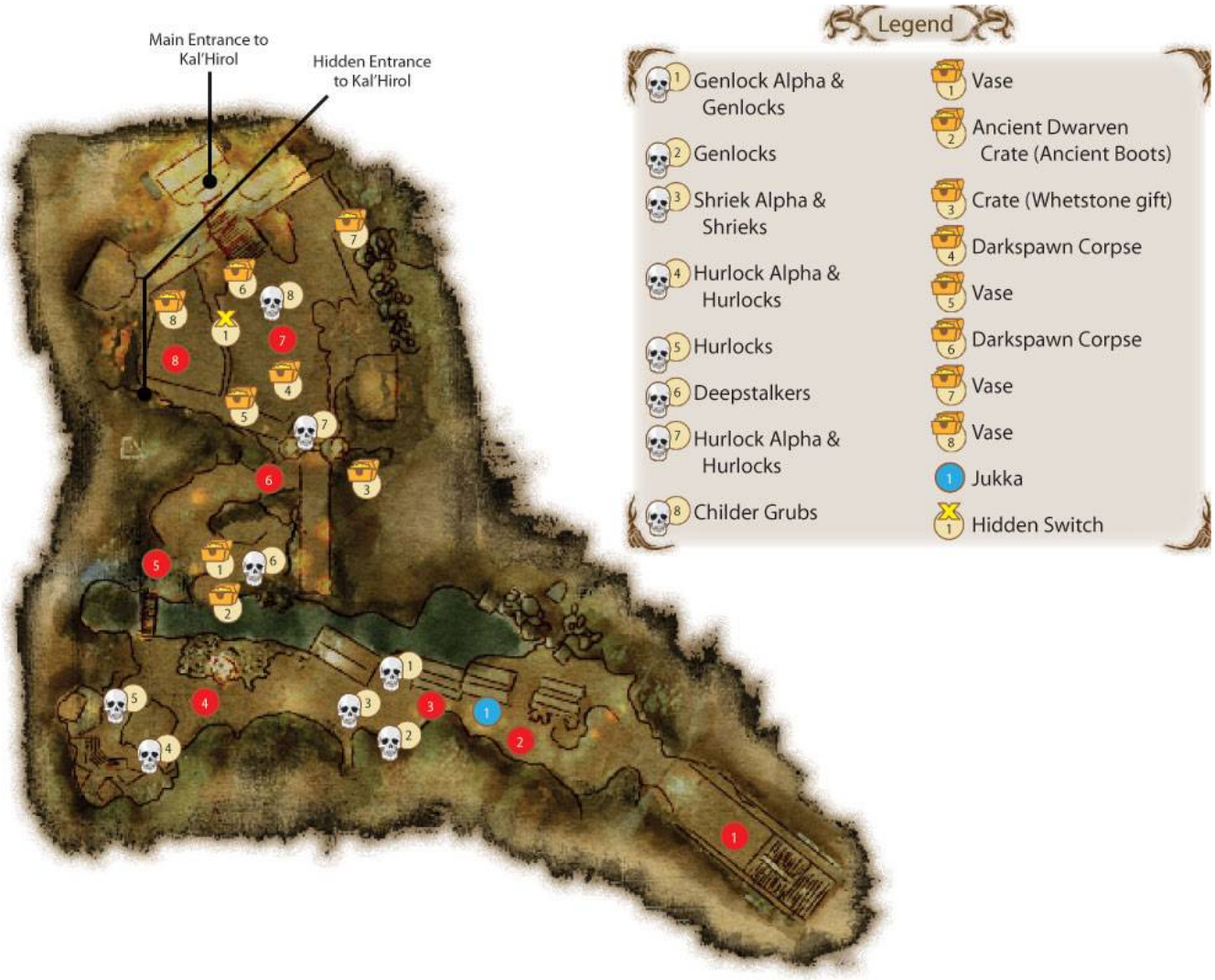
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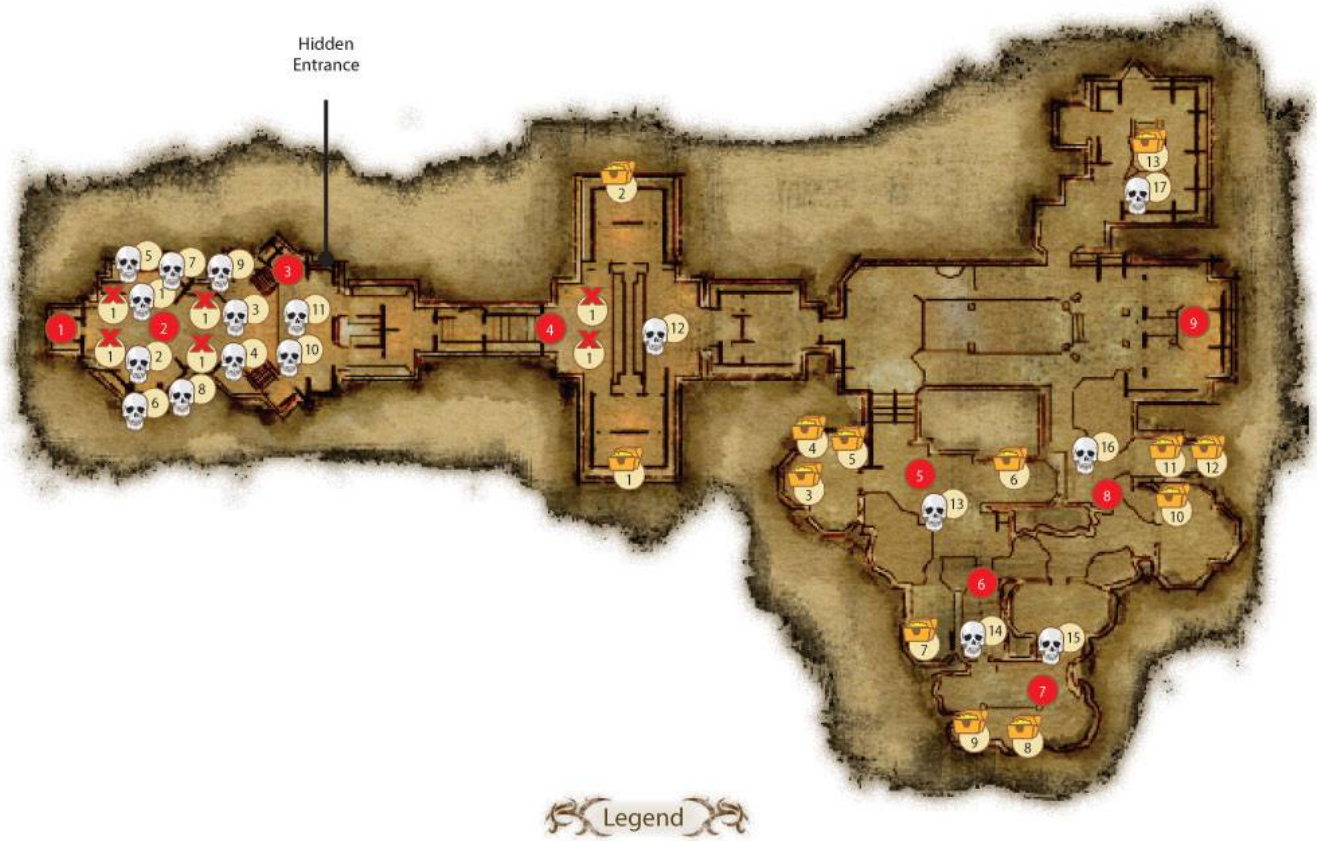
- 1 Hurlocks
- 2 Genlock Emissary, Genlocks, Hurlock Alpha, & Hurlocks
- 3 Hurlocks
- 4 Genlock Emissary & Genlocks
- 5 Dragonlings
- 6 Genlocks & Hurlocks
- 7 Hurlock Alpha
- 8 Dragonlings & Genlocks
- 9 Dragonlings & Drake
- 10 Hurlock Dragon-Tamer
- 11 Darkspawn Necromancer & Skeletons
- 12 Drake & Genlocks
- 13 Dragon Thralls

- 1 Dwarf Corpse
- 2 Fractured Stone
- 3 Chest
- 4 Books (Phylacteries: A History Written in Blood gift)
- 5 Journal Page (The Architect's Journal codex)
- 6 Experiment Notes (The Architect's Notes)
- 7 Chest (Dragonspite bow, Blackblade Tunic)
- 8 Fractured Stone
- 9 Stones
- 10 Soldier Corpse (Spyglass gift)
- 11 Wooden Crate
- 12 Fractured Stone

- 13 Chest (locked)
- 14 Letter (A Letter from the Architect codex)
- 15 Pile of Books & Cabinet
- 16 Chest (First Enchanter's Cowl & Ring of Discipline)
- 1 Seranni
- 2 Armaas
- 1 "Last Wishes"
- 1 Experimental Subject
- 2 Experimental Subject
- 3 Experimental Subject
- 4 Experimental Subject
- 5 Chest (party inventory)

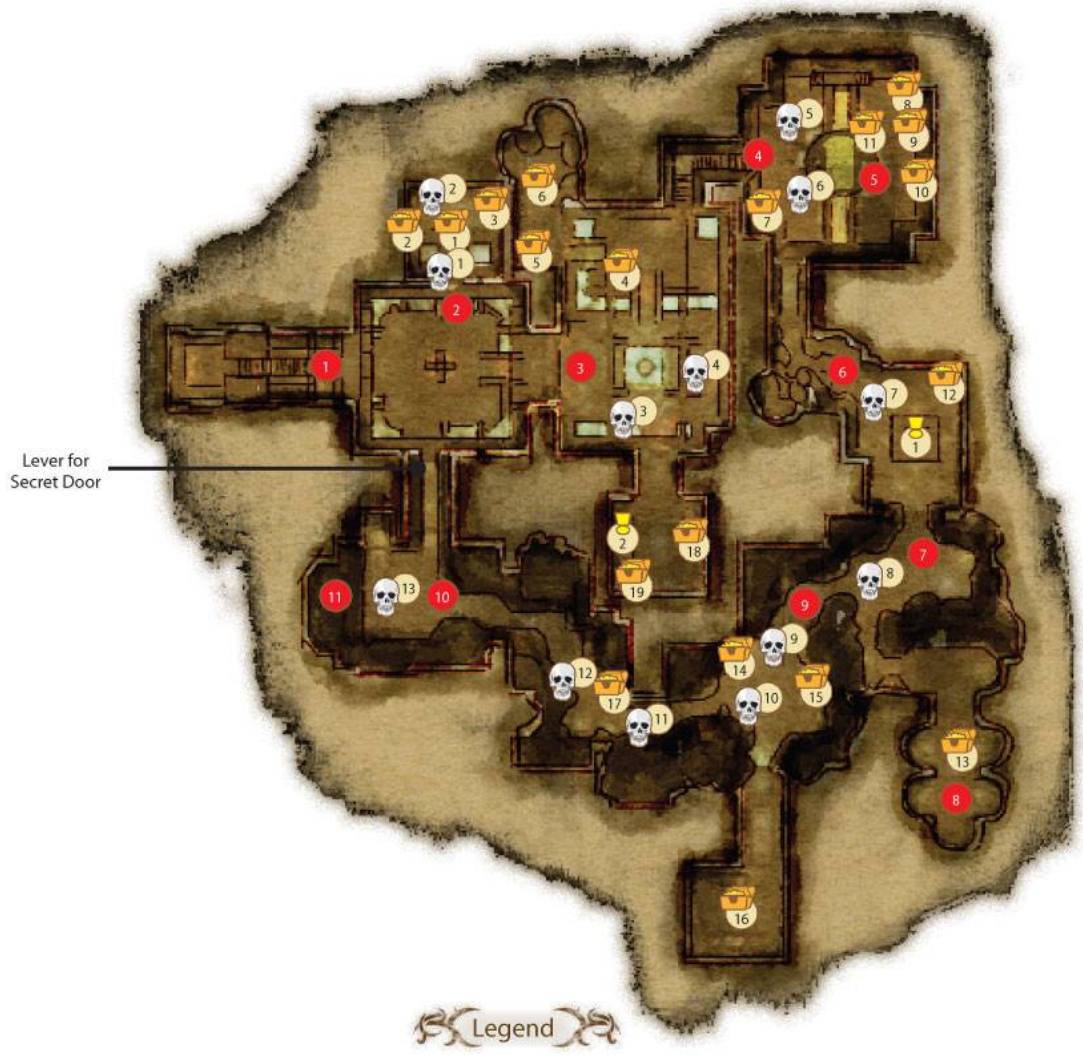

Legend
1 Bereskarn
2 Hangmen
3 Deepstalker Leader & Deepstalkers
4 Hurlock Alpha & Hurlocks
1 Madcap
2 Madcap
3 Chest (Hirol's Lava Burst gift & Darran Lyle's Missive codex)
1 Sigrun
1 "The Long-Buried Past"
2 "Lucky Charms"


Main Entrance to Kal'Hirol
Hidden Entrance to Kal'Hirol
Legend
Genlock Alpha & Genlocks
Genlocks
Shriek Alpha & Shrieks
Hurlock Alpha & Hurlocks
Hurlocks
Deepstalkers
Hurlock Alpha & Hurlocks
Childer Grubs
Vase
Ancient Dwarven Crate (Ancient Boots)
Crate (Whetstone gift)
Darkspawn Corpse
Vase
Darkspawn Corpse
Vase
Vase
Jukka
Hidden Switch



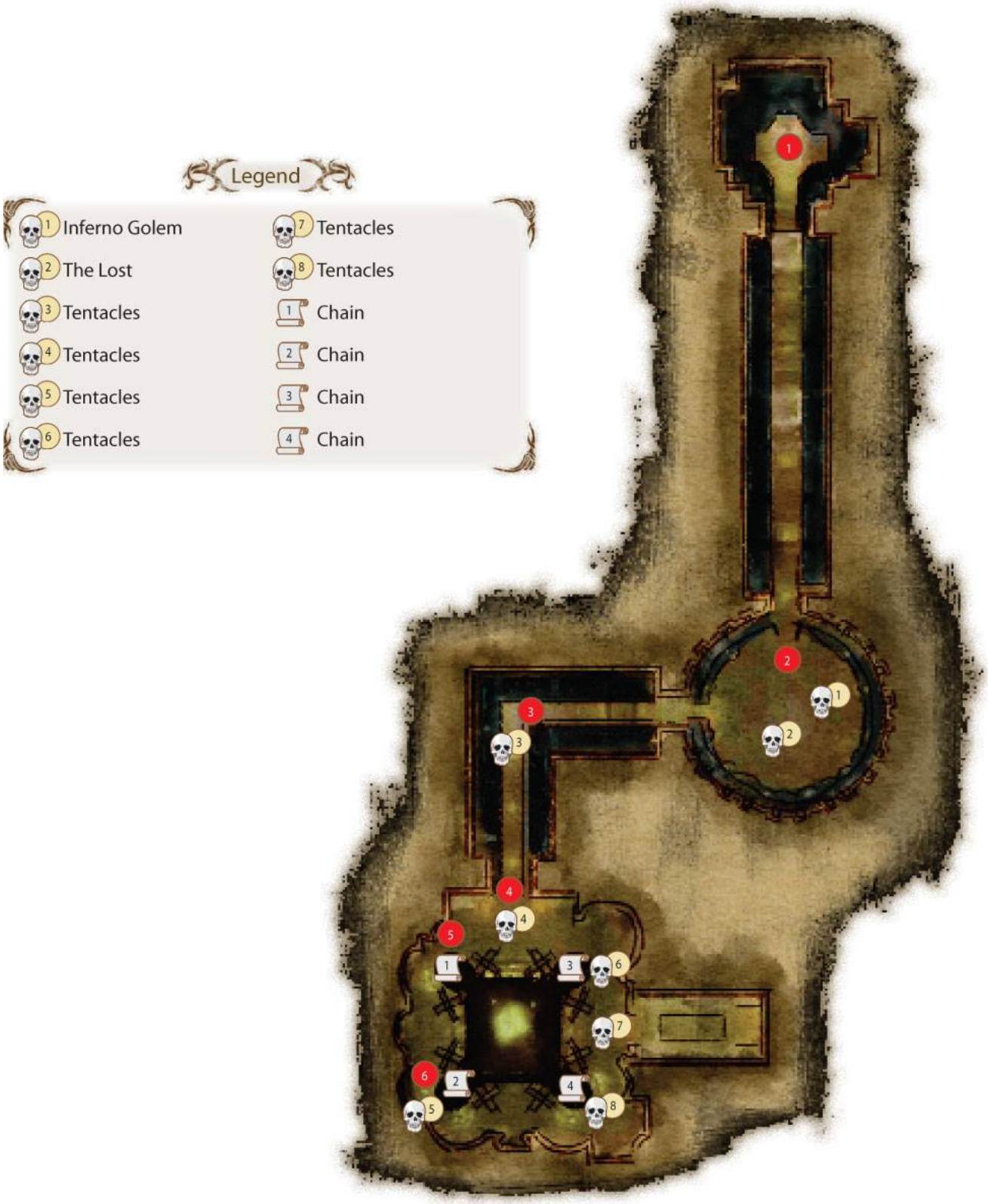
Legend

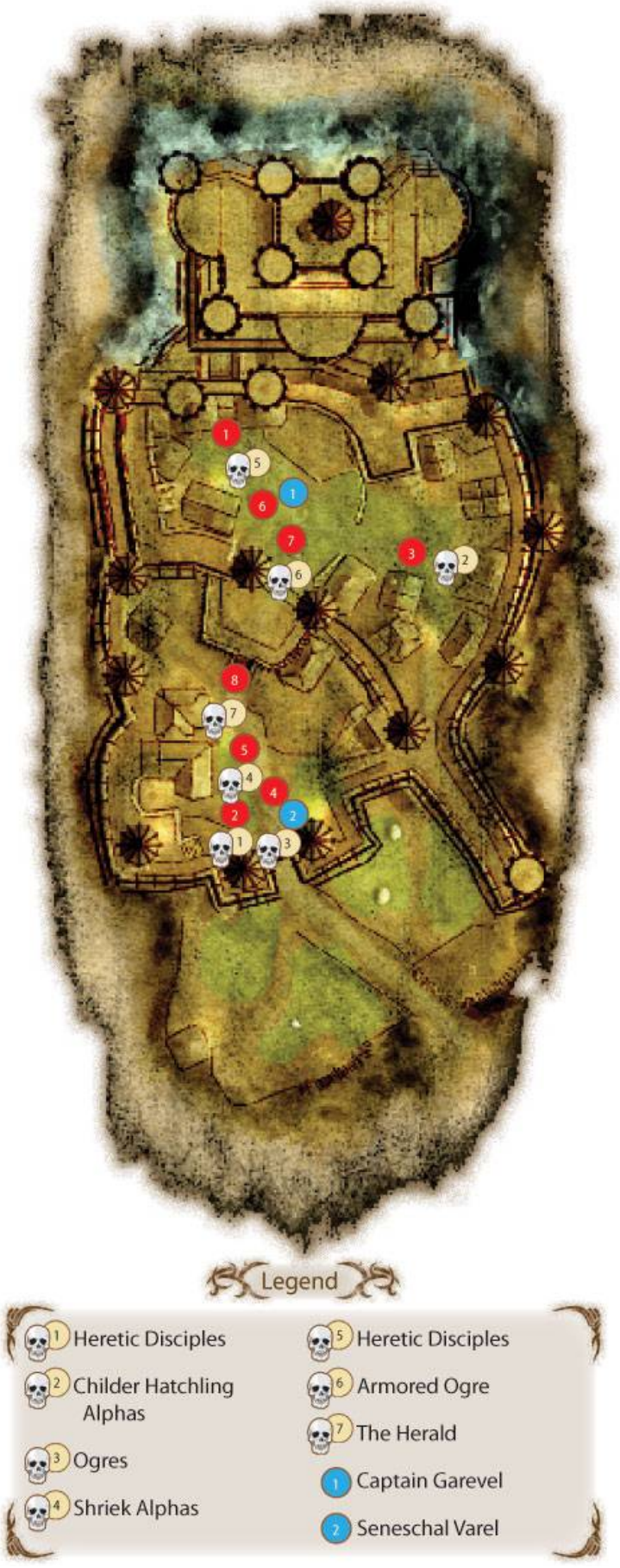
- 1 Hurlocks
- 2 Hurlocks
- 3 Hurlocks
- 4 Hurlocks
- 5 Stone Golem
- 6 Stone Golem
- 7 Stone Golem
- 8 Stone Golem
- 9 Stone Golem
- 10 Hurlocks
- 11 Golem Master
- 12 Hurlock Emissary & Genlocks
- 13 Corrupted Spiders
- 14 Disciple Scout & Hurlocks
- 15 Genlock Alpha, Genlock Emissary, & Genlocks
- 16 Corrupted Spiders
- 17 Hurlock Alpha, Hurlock Emissary, & Hurlocks
- 1 Chest
- 2 Scrolls
- 3 Pile of Bones (Cracked Breastplate)
- 4 Scrolls
- 5 Pile of Bones
- 6 Note (A Scout's Report codex)
- 7 Chest
- 8 Scrolls
- 9 Moldy Journal (Dailan's Journal codex)
- 10 Crate
- 11 Chest (Lyrium Ring)
- 12 Wall Carving (The Fortress of Kal'Hirol codex)
- 14 Crate
- 1 Fire Trap

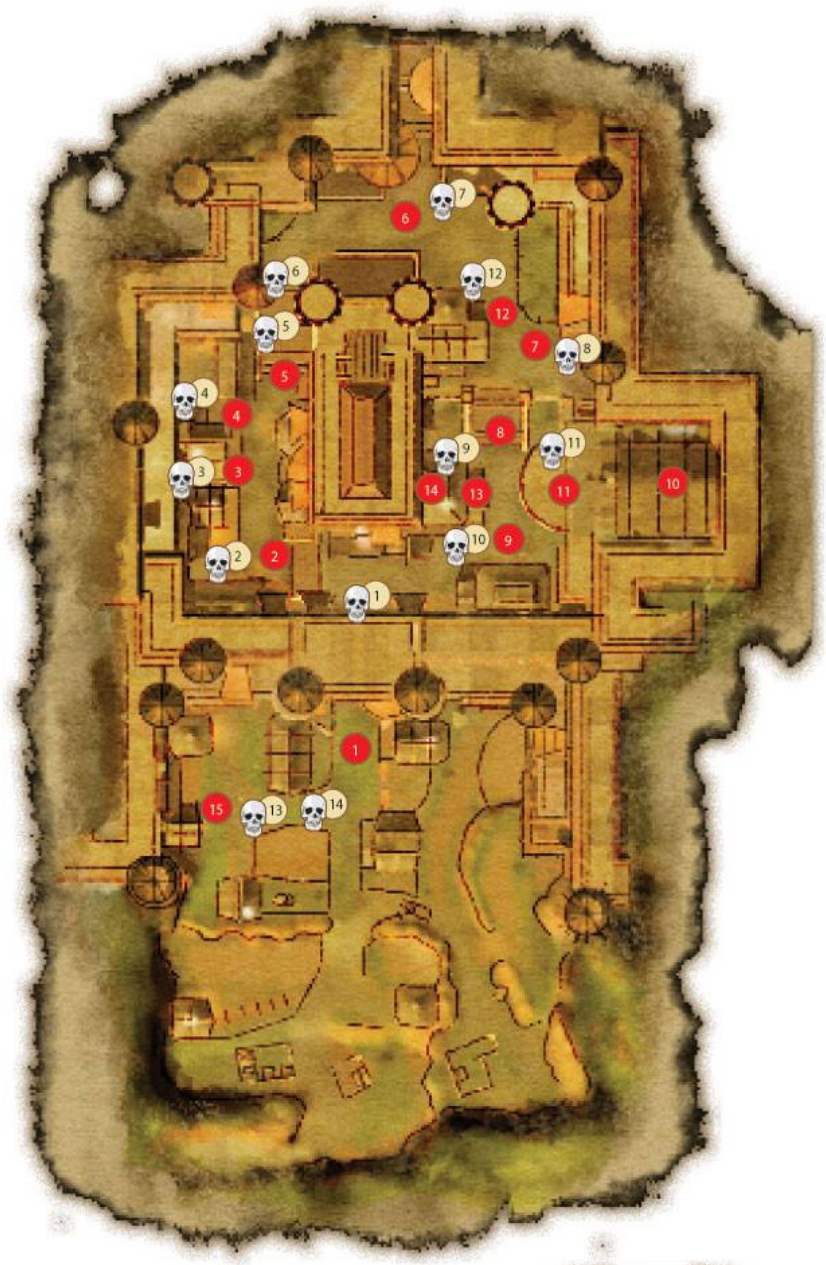


Legend

- Hurlocks
- Steel Golems
- Invading Genlock & Invading Hurlocks
- Invading Hurlocks
- Invading Genlocks, Invading Hurlocks, & Hurlocks
- Invading Hurlocks, & Hurlocks
- Hurlock Alpha, Hurlock Emis sary, & Hurlocks
- Childer Hatchlings
- Childer Grubs
- Childer Grub Alphas, Childer Grubs, & Genlocks
- Childer Grubs & Childer Hatchlings
- Childer Alphas & Childer Hatchlings
- Childer Hatchlings & Invading Hurlocks
- Hirol's Sarcophagus (Girdle of Kal'Hirol)
- Wall Carving (The Paragon Hirol codex)
- Scrolls
- Crate
- Pile of Bones (Engraved Silver Bracers gift)
- Crate
- Crate
- Crate
- Damaged Axe
- Scrolls
- Lyrium Bucket (party dialogue)
- Pile of Bones
- Sarcophagus (Gauntlets of Hirol's Defense & Nature's Blessing amulet)
- Vase
- Crate
- Treasury (Helm of Hirol's Defense & Carved Greenstone gift)
- Pile of Bones
- Scrolls
- Dailan's Bones (Partha shield)
- "Wrong Place, Wrong Time"
- "Memories of the Stone"

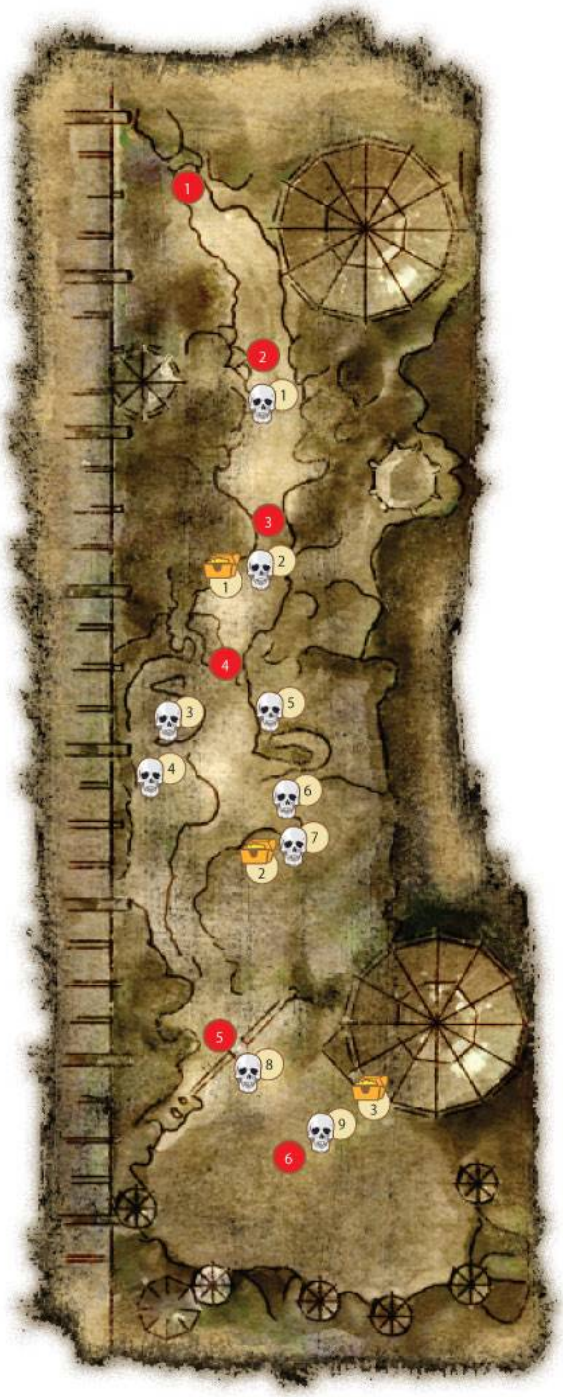

Legend
1 Inferno Golem
2 The Lost
3 Tentacles
4 Tentacles
5 Tentacles
6 Tentacles
7 Tentacles
8 Tentacles
1 Chain
2 Chain
3 Chain
4 Chain


Legend
1 Heretic Disciples
2 Childer Hatchling Alphas
3 Ogres
4 Shriek Alphas
5 Heretic Disciples
6 Armored Ogre
7 The Herald
1 Captain Garevel
2 Seneschal Varel



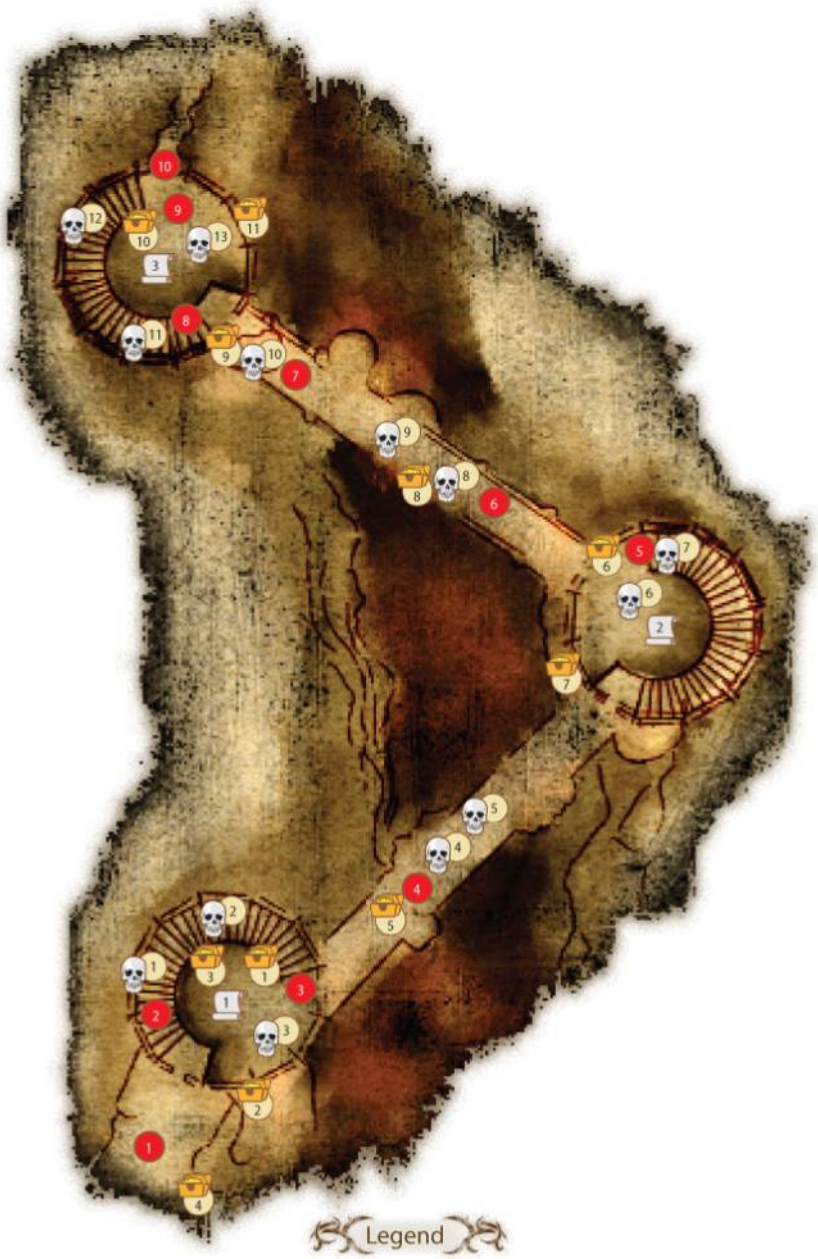
Legend

- 1 Childer Hatchling
- 2 Genlocks & Hurlocks
- 3 Adult Childer & Hurlocks
- 4 Childer Grubs & Genlocks
- 5 Genlocks Shadows & Shrieks
- 6 Hurlock Emissary & Grunts
- 7 Hurlock & Ogre
- 8 Childer Hatchling, Genlock, & Hurlock
- 9 Hurlock Emissary & Hurlocks
- 10 Genlock Alpha & Genlocks
- 11 Genlocks, Hurlock Guardian, & Hurlock Snipers
- 12 Adult Childers & Childer Hatchlings
- 13 Armored Ogre
- 14 Disciple General



Legend

- Childer Hatchlings, Disciple, & Genlocks
- Childer Hatchlings
- Genlocks & Hurlocks
- Genlock Emissary
- Genlocks
- Genlock Emissary
- Armored Ogre
- Childer Hatchlings & Hurlocks
- The High Dragon
- Pile of Bones (Fade-walker)
- Note (Drake's Fall codex
- Pile of Bones (Quicksil-ver helm)



Legend

1. Genlocks & Hurlock Alpha
2. Genlocks & Hurlock Alpha
3. Armored Ogre & Heretic Disciple
4. Childer Grubs, Disciple, & Disciple Alpha
5. Childer Grubs
6. The Architect
7. Utha
8. Adult Childers & Childer Grubs
9. Childer Grubs & Childer Hatching Alpha
10. Adult Childers & Armored Ogre
11. Childer Grubs
12. Adult Childers
13. Heretic Disciple & Childer Grubs

- Flesh Pod (Crystal)
- Flesh Pod (Crystal)
- Flesh Pod (Will of the Undying amulet)
- Chest (Crystal)
- Flesh Pod (Crystal)
- Flesh Pod (Crystal)
- Flesh Pod (Crystal)
- Flesh Pod (Vestments of Urthemiel)
- Flesh Pod (Crystal)
- Flesh Pod
- Chest (Crystal)

1. Tower of Flame
2. Tower of Trauma
3. Tower of Healing



Legend

1. The Mother
2. Giant Tentacle
3. Giant Tentacle
4. Giant Tentacle
5. Giant Tentacle
6. Childer Grubs
7. Childer Grubs
8. Childer Grubs
9. Childer Grubs

Side Quest Maps

The Blackmarsh



Legend

- "The Trail of Love" & First Clue
- "The Lost Dragon Bones"
- "The Burden of Guilt"
- "Tears in the Veil"
- Veil Tear ("Tears in the Veil")
- Veil Tear ("Tears in the Veil")
- Veil Tear ("Tears in the Veil")
- Veil Tear ("Tears in the Veil")
- Dragon Bone ("The Lost Dragon Bones")
- Dragon Bone ("The Lost Dragon Bones")
- Dragon Bone ("The Lost Dragon Bones")
- Dragon Bone ("The Lost Dragon Bones")
- Second Clue ("The Trail of Love")
- Third Clue ("The Trail of Love")
- Fourth Clue ("The Trail of Love")
- Fifth Clue ("The Trail of Love")
- Final Clue ("The Trail of Love")
- Floating Bottle ("The Trail of Love")
- Mabari Corpse (Catgut for "Heart of the Forest")
- Karsten's Hidden Cache ("The Burden of Guilt")

The Blackmarsh Undying



Legend

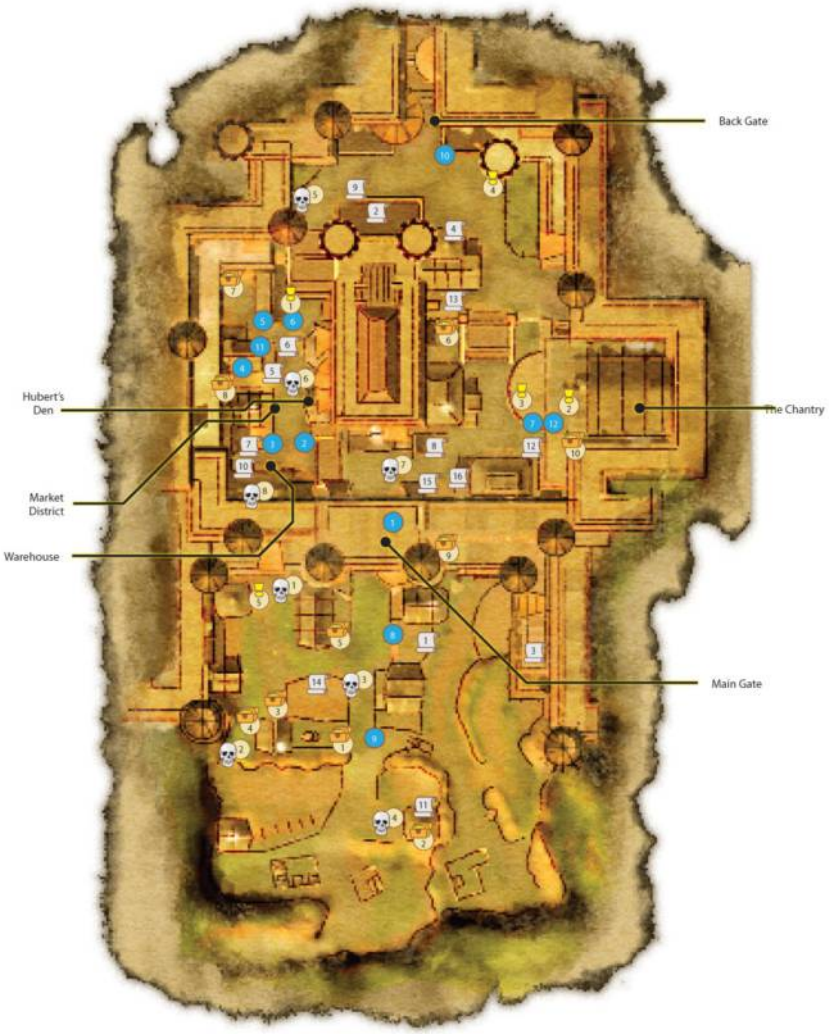
- "The Stone Circle"
- "A Maiden in Distress"
- Veil Tear Apparatus ("Tears in the Veil")
- Veil Tear Apparatus ("Tears in the Veil")
- Runic Pedestal ("The Stone Circle")
- Veil Tear Apparatus ("Tears in the Veil")

Return to the Blackmarsh



Legend

- Iron Chest for "Tears in the Veil" (Boots of the Sentinel)
- Runic Pedestal for "The Stone Circle" (Gladiator's Belt)
- Iron Chest for "Tears in the Veil" (Gauntlets of the Sentinel)
- Iron Chest for "Tears in the Veil" (Helm of the Sentinel)
- Ser Alvard's Sword
- Dragon Bone
- Eldest Dragonbone ("Worked to the Bone")
- Queen of the Blackmarsh
- Queen of the Blackmarsh's corpse (Spellminder robe, Toque of the Oblivious helmet, Rough-Hewn Pendant, Earth bound ring)



Legend

- Merchants' Guild Board (Includes the following quests: "Keep Out of Reach of Children," "Maferath's Monuments," "The Merchant's Goods," "Ser Alvard's Missing Sword," "Rumblings from Beneath")
- Chanter's Board (Includes the following quests: "A Donation of Injury Kits," "From the Living Wood," "Out of Control," "Preying on the Weak," "A Donation of Poultices")
- "Ines the Botanist"
- "Freedom for Anders"
- "Smuggler's Run"
- Packed Earth ("The Long-Buried Past")
- Wool Padding ("Golem's Might")
- Note Fragment ("Till Death Do Us Part")
- Pitchfork ("The Scavenger Hunt")
- Pie ("The Scavenger Hunt")
- Poison ("Keep Out of Reach of Children")
- Poison ("Keep Out of Reach of Children")
- Poison ("Keep Out of Reach of Children")
- Poison ("Keep Out of Reach of Children")
- Sole Shoes ("The Scavenger Hunt")
- Karrem ("Till Death Do Us Part")
- Doll ("The Scavenger Hunt")
- Hammer ("The Scavenger Hunt")
- Scarecrow ("A Present for Melisse")
- Soft Ground ("A Present for Melisse")
- Doorstep ("Making Amends")
- Constable Aidan
- Octham the Grocer
- Glassric the Weaponsmith
- Master Henley
- Mervis
- Kendrick
- Wynne
- Colbert & Micah
- Steafan
- Dark Wolf
- Delilah
- Chanter
- Homer's Toys (Bell Collar gift)
- Crate (Discarded Journal gift)
- Chest (locked)
- Chest
- Tree (party dialogue)
- Chest (locked)
- Wooden Crate
- Chest (locked)
- Chest
- Potted Plant gift
- Thugs ("Preying on the Weak")
- Thugs ("Preying on the Weak")
- Thugs ("Preying on the Weak")
- Thugs ("Preying on the Weak")
- Mumbling Man ("Out of Control")
- Rambling Elf ("Out of Control")
- Muttering Elf ("Out of Control")
- Apostate Mage ("Out of Control")

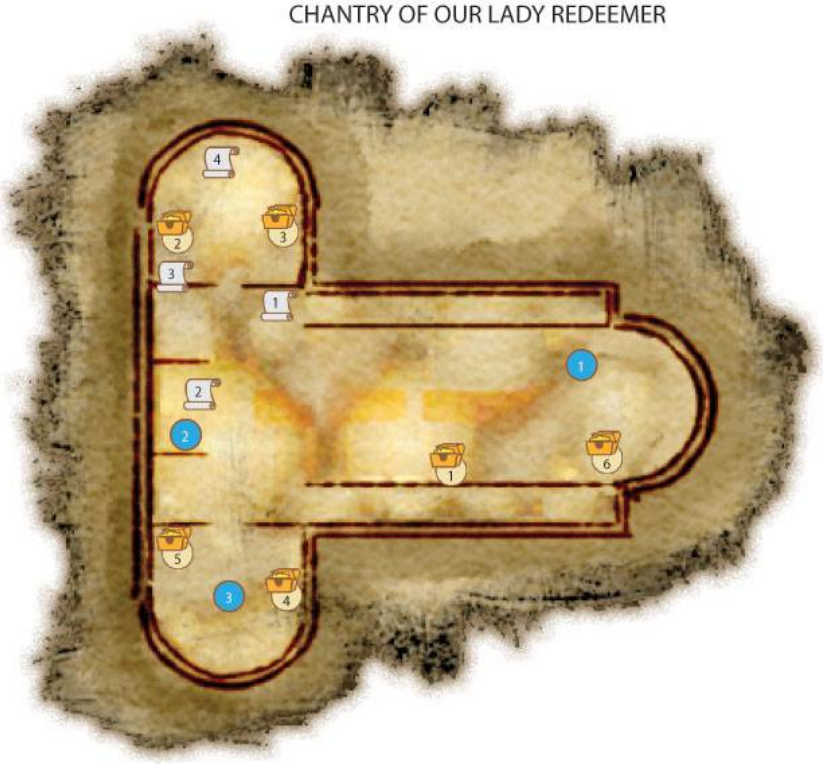
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Legend

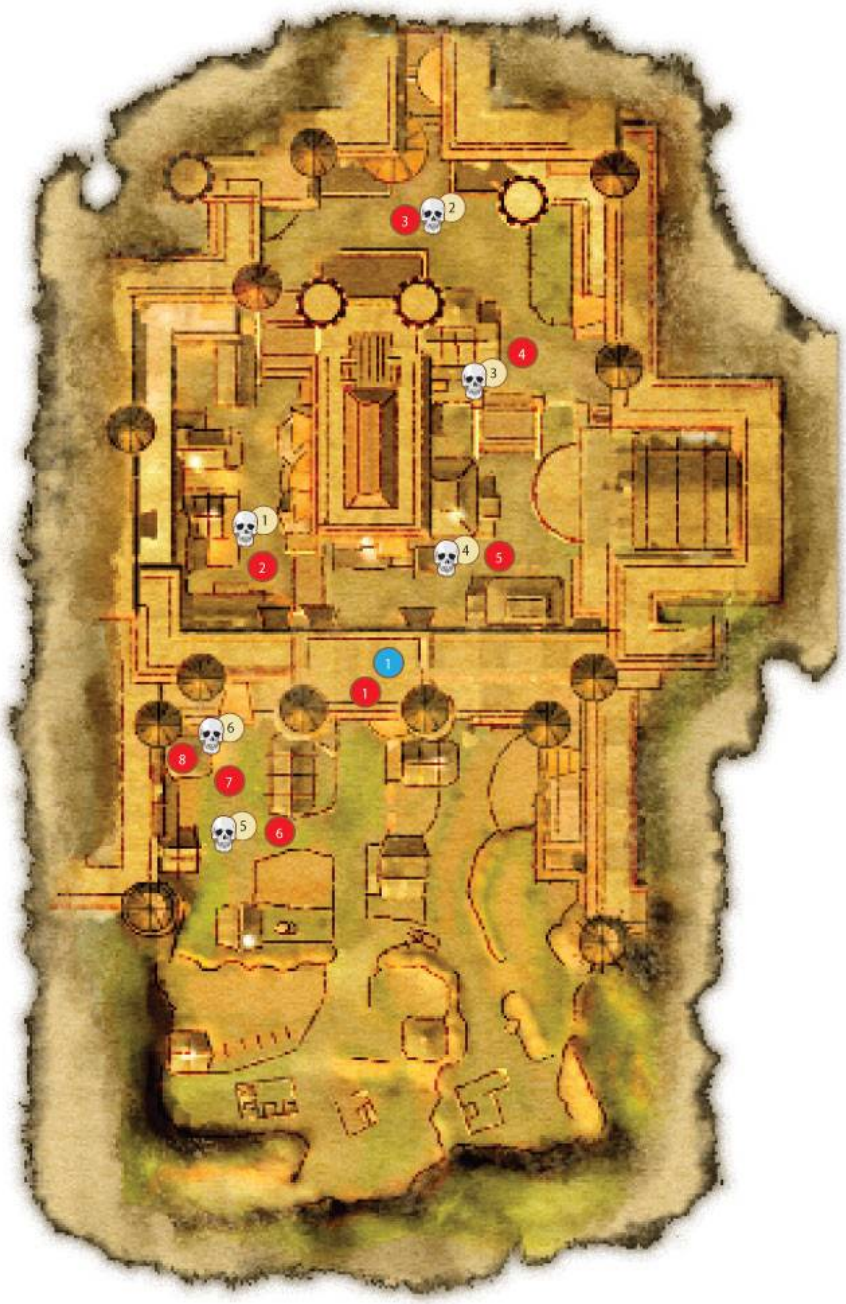
- Blight Orphans Notice Board (Includes the following quests: "The Blight Orphans?," "The Blight Orphans (Again)," "Moonshine for the Children," "The Sermons of Justinia II," "Those Sweet Orphans," "A Present for Melisse," "The Scavenger Hunt," and "Making Amends")
- Nida
- Dwarven Bartender
- Note Fragment ("Till Death Do Us Part")
- Oil ("Heart of the Forest")
- Kitchen Knife ("A Present for Melisse")
- Crate (Mackay's Epic Single Malt gift)
- Pile of Books
- Chest (Engraved Silver Bowl gift)

CHANTRY OF OUR LADY REDEEMER



Legend

- Chest (locked)
- Books (Blank Journal gift)
- Chest
- Armoire
- Bookcase (Pilgrims and Amaranthine codex)
- Lost and Found (Knitted Scarf gift)
- Ser Rylien
- Revered Mother
- Aura
- "Till Death Do Us Part"
- Records ("The Long-Buried Past)
- The Sermons of Justinia II
- Mother Leanna's Bed ("Those Sweet Orphans")
- Flowers ("Making Amends")

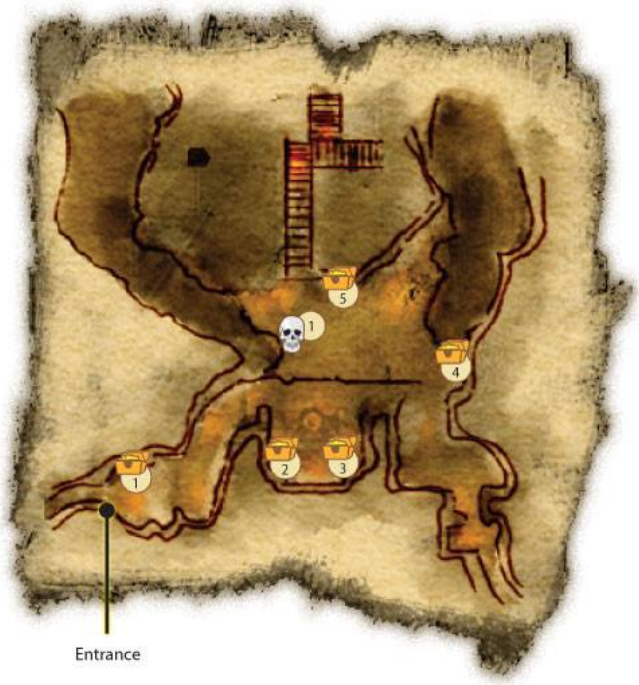


"Law and Order"

Legend

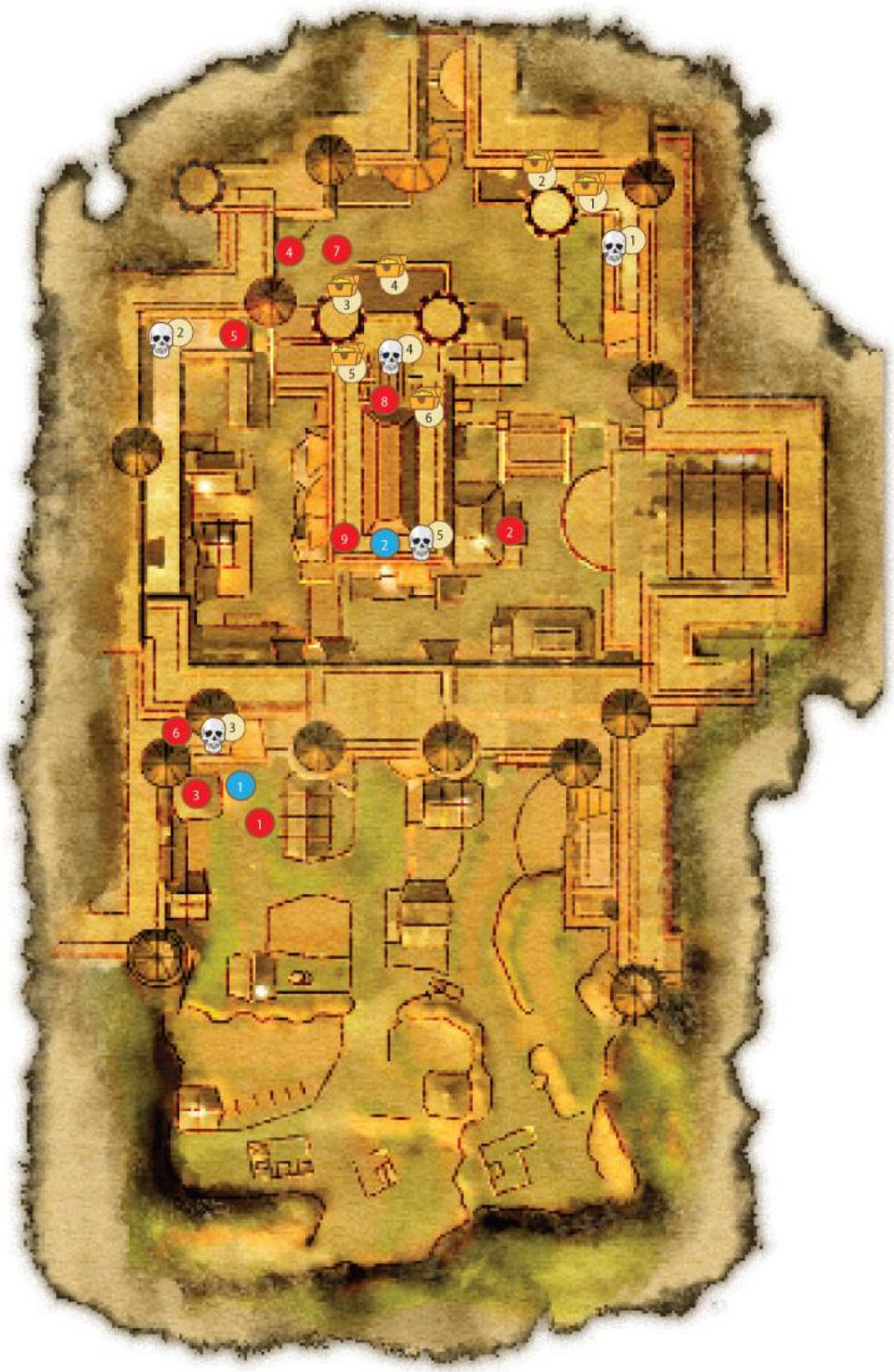
1. Hired Goon Leader & Hired Goons
2. Hired Goon Leader & Hired Goons
3. Hired Goon Leader & Hired Goons
4. Hired Goon Leader & Hired Goons
5. Hired Goon Leader & Hired Goons
6. Shady Character & Smugglers

1. Constable Aidan



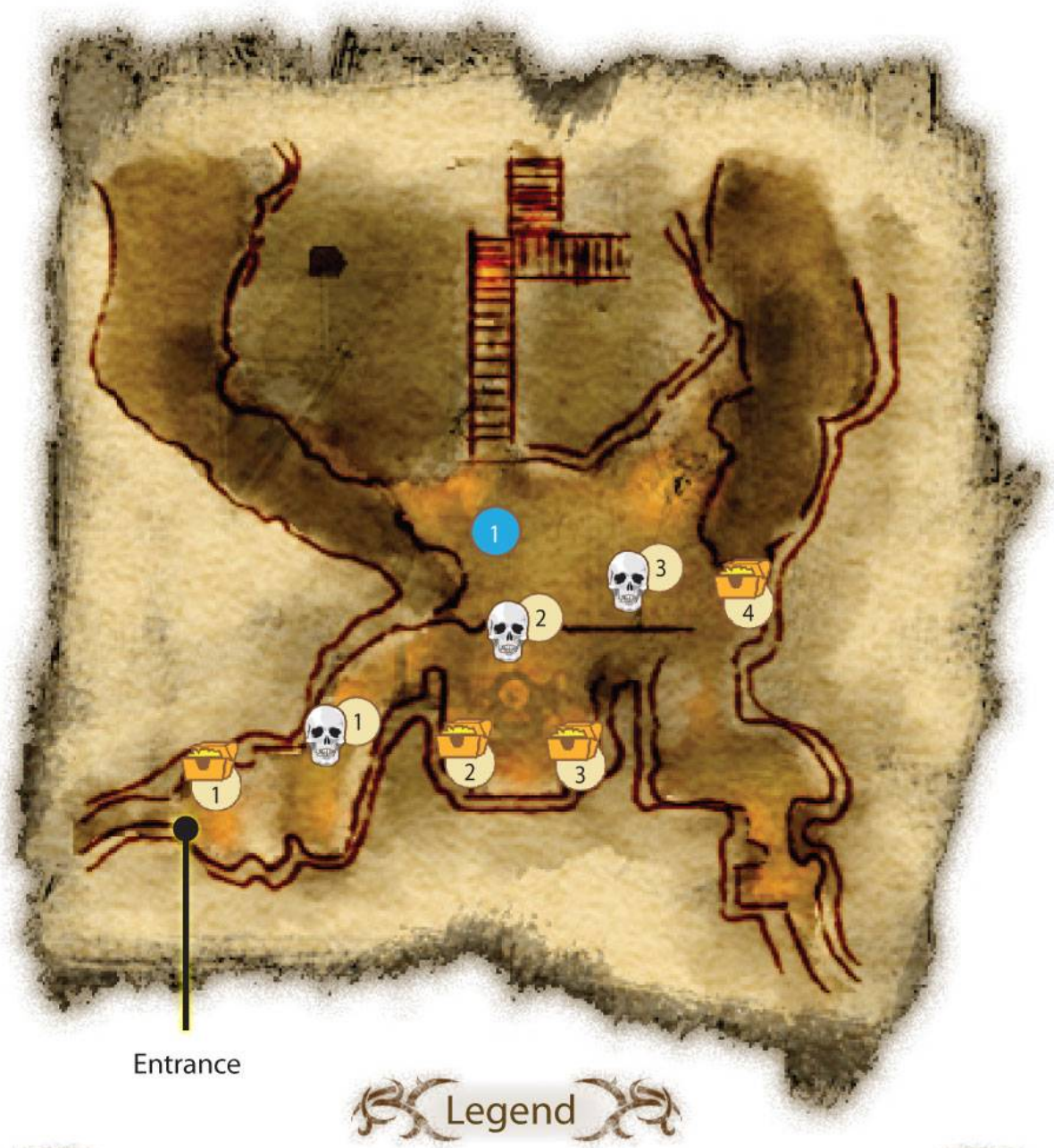
Legend

- 1 Smuggler Leader & Smugglers
- 1 Toy Box (Toy Chariot gift)
- 2 Chest (locked)
- 3 Pile of Books
- 4 Crate (Locksmith's Tools gift)
- 5 Smuggler's Cache (Feet of the Nimble, Trickster's Gloves)



Legend

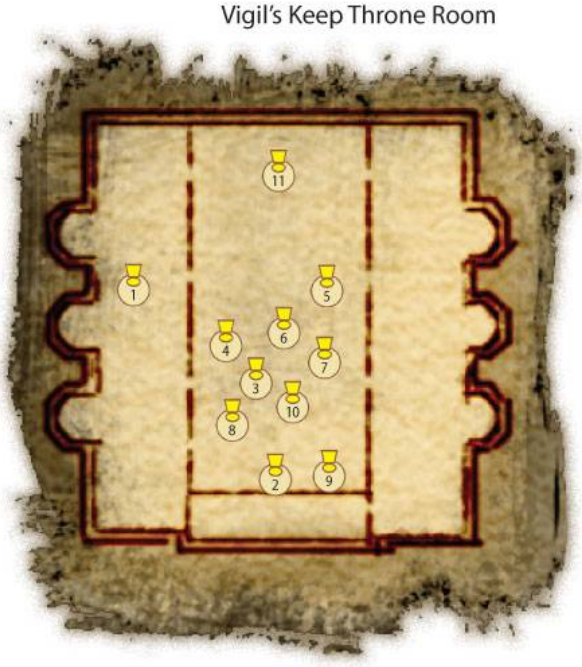
- 1 Sergeant & City Guards
- 2 Sergeant & City Guards
- 3 Sergeant & City Guards
- 4 Lieutenant & City Guards
- 5 City Guard
- 1 Wooden Crate
- 2 Wooden Crate
- 3 Chest (locked)
- 4 Chest
- 5 Chest
- 6 Chest (locked)
- 1 Shady Character
- 2 Jacen



Legend

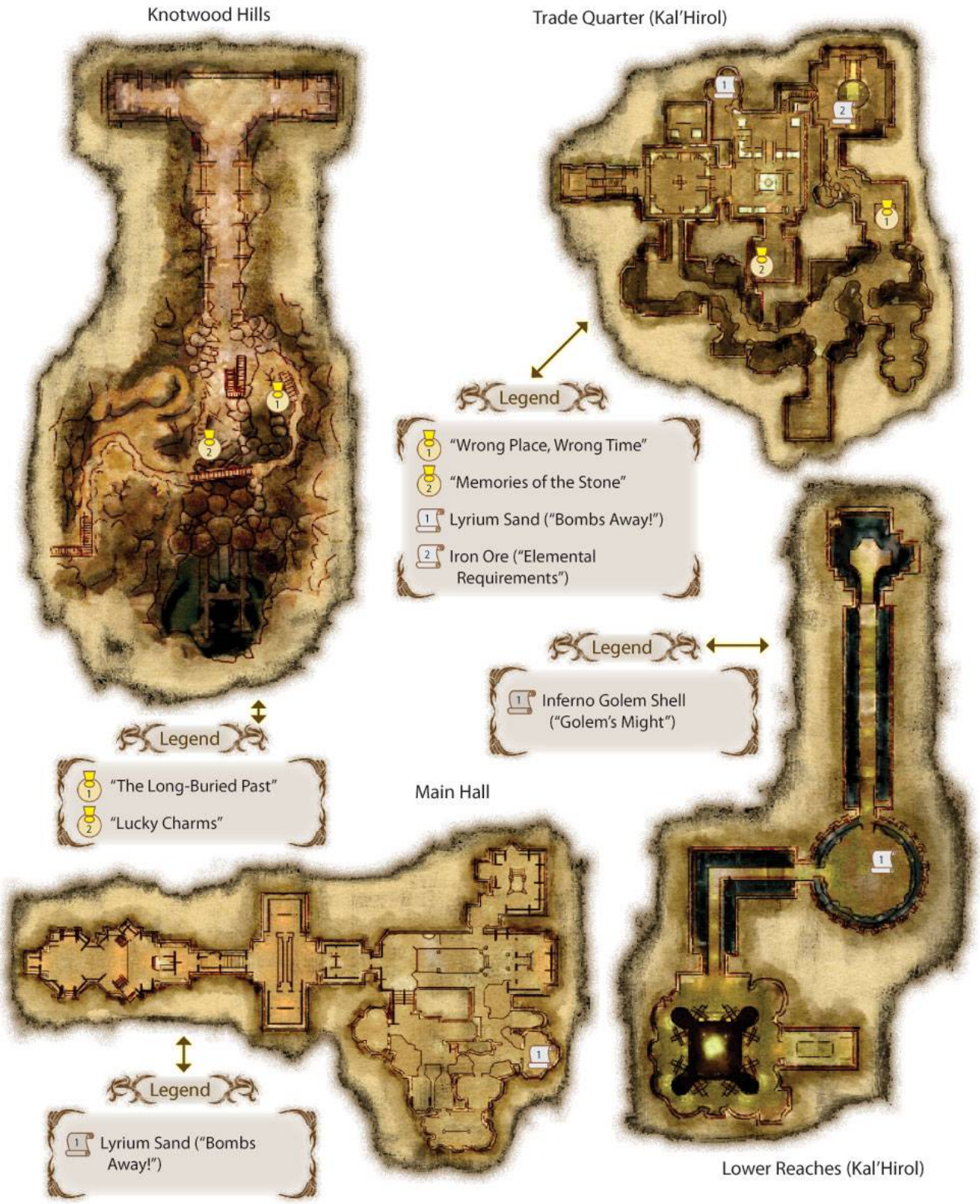
- 1 Thieves
- 2 Thieves
- 3 Thieves
- 1 Toy Box (Toy Chariot gift)
- 2 Chest (locked)
- 3 Pile of Books
- 4 Crate (Locksmith's Tools gift)
- 1 Smuggler Leader

Vigil's Keep Throne Room

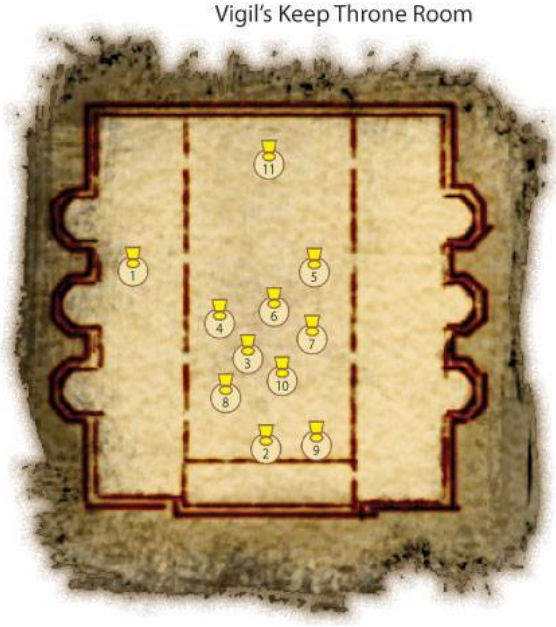


Legend

1. "A Brewing Conspiracy"
2. "A Day in Court"
3. "Defending the Land"
4. "Desertion in the Ranks"
5. "Drunk and Disorderly"
6. "Sheepherder's Lament"
7. "Solomon's Bridge"
8. "The Fate of the Ox"
9. "Trade Must Flow"
10. "Oaths of Fealty"
11. "And You, Esmerelle?"


Knotwood Hills
Legend
"The Long-Buried Past"
"Lucky Charms"
Trade Quarter (Kal'Hirol)
Legend
"Wrong Place, Wrong Time"
"Memories of the Stone"
Lyrium Sand ("Bombs Away!")
Iron Ore ("Elemental Requirements")
Legend
Inferno Golem Shell ("Golem's Might")
Main Hall
Legend
Lyrium Sand ("Bombs Away!")
Lower Reaches (Kal'Hirol)

Vigil's Keep Throne Room



Legend

1. "A Brewing Conspiracy"
2. "A Day in Court"
3. "Defending the Land"
4. "Desertion in the Ranks"
5. "Drunk and Disorderly"
6. "Sheepherder's Lament"
7. "Solomon's Bridge"
8. "The Fate of the Ox"
9. "Trade Must Flow"
10. "Oaths of Fealty"
11. "And You, Esmerelle?"

Vigil's Keep Courtyard

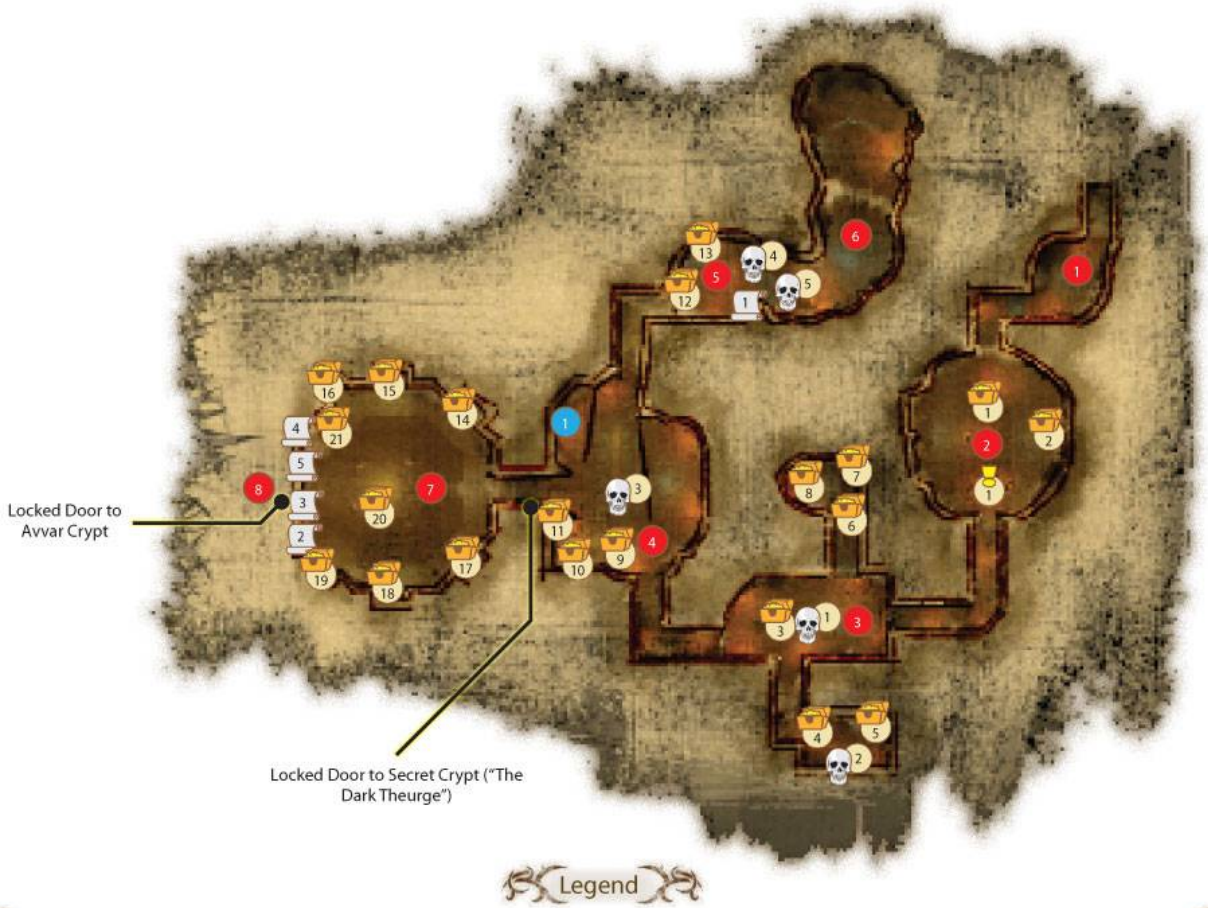


Legend

1. "A Medical Necessity"
2. "A Daughter Ransomed"
3. "Far Afield"
4. "Bombs Away!"
5. "Elemental Requirements"
6. "A Master's Work"
7. "It Comes from Beneath"
8. "Cost of Doing Business"
9. "Peasant Revolution"
10. "What Is Built Endures"
11. "Sealing the Great Barrier Doors"
12. "Salvage Operation

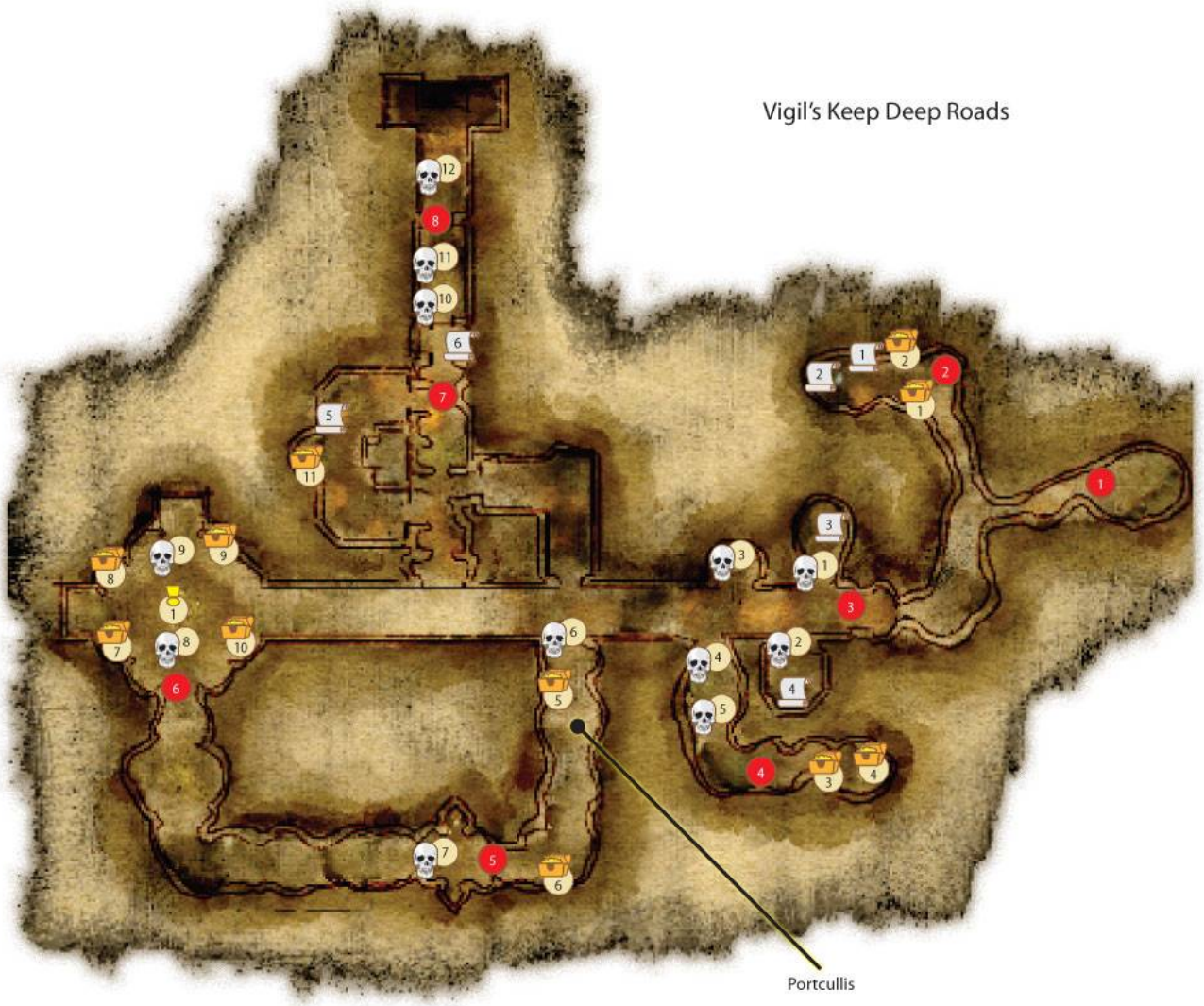
1 Medical Supplies ("A Medical Necessity")

Vigil's Keep Basement



Legend

- Hurlock Emissary & Hurlocks
- Shriek Alpha & Shrieks
- Prisoner Ghouls
- Adria the Ghoul
- Ravenous Ghouls
- Darkspawn Corpses
- Warrior Statue (The Great Strife codex)
- Soldier Corpses
- Book (The Avvars codex)
- Book (The Howes of Amaranthine codex) & Shelves
- Letter (Response from Rendon Howe codex)
- Crate (West Hill Brandy gift)
- Crates
- Howe Correspondence (Delilah Howe's Letters gift)
- Chest
- Soldier Corpse
- Letter (Letter to Rendon Howe codex)
- Knight (Gold Earring gift)
- Avvar Sarcophagus
- Avvar Sarcophagus
- Avvar Sarcophagus (Key of Kiveal)
- Avvar Sarcophagus
- Avvar Sarcophagus (Trickster's Cap)
- Avvar Sarcophagus
- Sack (Howe Bow)
- Crypt Statue (The Great Strife codex)
- Prisoners
- "Adria's Plight"
- Veridium Ore ("Elemental Requirements")
- Keyhole–Haakon
- Keyhole–The Lady
- Keyhole–Korth
- Keyhole–Kiveal



Legend

1. Hurlock
2. Hurlock
3. Hurlocks
4. Hurlock
5. Genlock Emissary & Genlocks
6. Hurlocks
7. Skeletons
8. The Dark Theurge
9. Skeletons
10. Genlocks, Hurlock Emissary, & Hurlocks
11. Ogre Commander
12. Possessed Ogre Commander

1. Darkspawn Corpse (Golden Idol of Korth)
2. Old Book (The Great Strife codex)
3. Rocks (Elven Runestone gift)
4. Gem Clusters
5. Old Bones
6. Plaque (Ancient Vows codex)
7. Urn
8. Urn (Talisman of Restoration, Corrupted Icon)
9. Urn (Call of the Inferno, Iced Band)
10. Urn
11. Scrolls

1. "The Wraith's Vengeance"
1. Key of Korth ("The Dark Theurge")
2. Shrine of Korth ("The Shrine of Korth")
3. Lyrium Sand ("Bombs Away!")
4. Key of Haakon ("The Dark Theurge")
5. Key of the Lady ("The Dark Theurge")
6. Key to the Crypt ("The Dark Theurge")



Legend

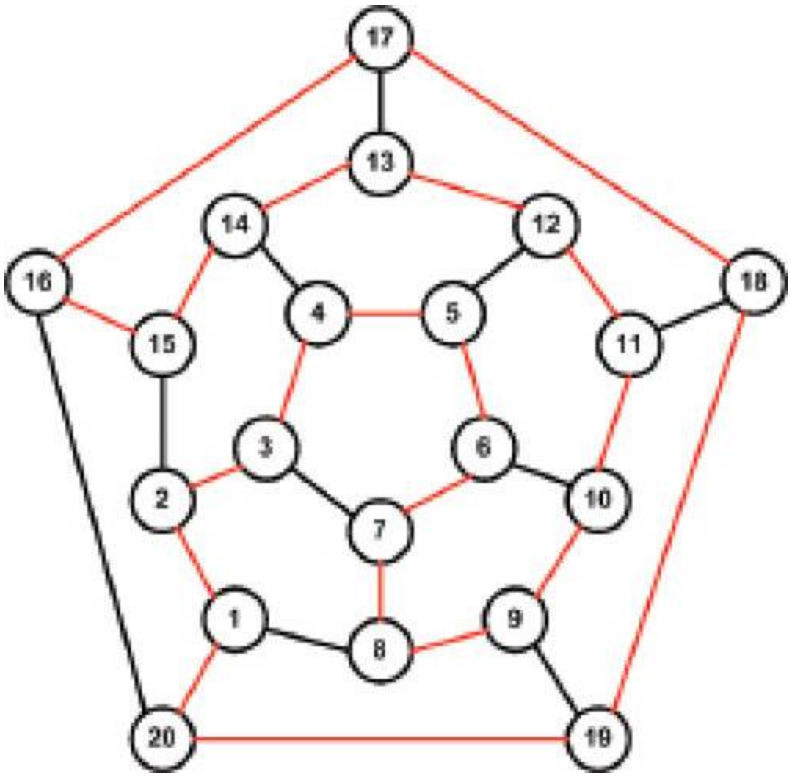
- 1 "Last Wishes"
- 1 Silverite Deposit ("Elemental Requirements")
- 2 Keenan's Wedding Ring (Hurlock Dragon-Tamer) for "Last Wishes"
- 3 Fresh Dragon Egg ("Worked to the Bone")
- 4 Lyrium Deposit ("Bombs Away!")
- 1 Armaas

Wending Wood



Legend

- "The Fire Puzzle"
- "Brothers of Stone"
- "Ines the Botanist"
- Engraved Statue ("Maferath's Monuments")
- Engraved Statue ("Maferath's Monuments")
- Engraved Statue ("Maferath's Monuments")
- Engraved Statue ("Maferath's Monuments")
- Engraved Statue ("Maferath's Monuments")
- Engraved Statue ("Maferath's Monuments")
- Engraved Statue ("Maferath's Monuments")
- Engraved Statue ("Maferath's Monuments")
- Fine Silk (Barrel) for "The Merchant's Goods"
- Fine Silk (Barrel) for "The Merchant's Goods"
- Fine Silk (Bundle of Cloth) for "The Merchant's Goods"
- Fine Silk (Scavenger) for "The Merchant's Goods"
- Fine Silk (Crate) for "The Merchant's Goods"
- Fine Silk (Crate) for "The Merchant's Goods"
- Fine Silk (Chest) for "The Merchant's Goods"
- Fine Silk (Chest) for "The Merchant's Goods"
- Fine Silk (Scavenger) for "The Merchant's Goods"
- Dead Scholar ("The Fire Puzzle")
- Granite Deposit ("What Is Built Endures")
- Heartwood (The Old One) for "Heart of the Forest"
- Northern Prickleweed ("Ines the Botanist")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Ancient Sylvanwood ("From the Living Wood")
- Magister's Remains ("Brothers of Stone")
- Velanna
- Ines the Botanist


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Downloadable Content

Blackstone Irregulars

- 1 

=

Layson the Deserter (“Dereliction of Duty”)

- 2 = Sammael the Deserter (“Dereliction of Duty”)
- 3 = Tornas the Deserter (“Dereliction of Duty”)
- 4 = Death Notification for Irenia (“Notices of Death”)
- 5 = Death Notification for Larana (“Notices of Death”)
- 6 = Death Notification for Sara (“Notices of Death”)
- 7 = Death Notification for Tania (“Notices of Death”)
- 8 = Notice for Patter Gritch (“Scraping the Barrel”)
- 9 = Notice for Varel Baern (“Scraping the Barrel”)
- 10 = Notice for Dernal Garrison (“Scraping the Barrel”)

Dereliction of Duty

Type: Combat

Start: Blackstone Irregulars in Gnawed Noble Tavern

Destination: Three different locations in Denerim, Lake Calenhad Docks, and Frostback Mountains

Task: Confront three deserters and demand justice for the Irregulars

Quest Tips: Track down the following deserters, speak to them, and slay them and their bodyguards:



Layson the Deserter (Denerim's Run-Down Back Street in a Dirty Hovel)



Sammael the Deserter (Lake Calenhad Docks)



Tornas the Deserter (Frostback Mountains)

Grease the Wheels

Type: Messenger

Start: Blackstone Irregulars in Redcliffe Village

Destination: Five different locations in Denerim

Task: Deliver notices of appreciation to five hooded couriers

Quest Tips: Track down the five hooded couriers in the following Denerim locations:



Market District (northeast corner)



Dark Alley (near the exit)



Elven Alienage (left of the entrance bridge)



The Pearl (inside the foyer)



Run-Down Back Street (near the exit)

Notices of Death

Type: Messenger

Start: Blackstone Irregulars in Gnawed Noble Tavern

Destination: Deliver four notes to four different locations

Task: Hand out four death notifications

Quest Tips: Deliver death notifications to the following four people:



Irenia (Redcliffe Chantry)



Larana (Spoiled Princess in Lake Calenhad Docks)



Sara (Denerim Market District)



Tania (Dirty Back Alley in Denerim)

Scraping the Barrel

Type: Messenger

Start: Blackstone Irregulars

Destination: Three different locations across the world

Task: Deliver three notices

Quest Tips: Deliver the three notices to the following people:



Patter Gritch (inside the Lothering Chantry)



Varel Baern (Elven Alienage, left at the entrance bridge)



Dernal Garrison (Redcliffe, house near the waterfall)

Brecilian Forest



Dalish Camp

- 1 = “Elora’s Halla”
- 2 = “Cammen’s Lamment”
- 3 = “Lost to the Curse”
- 4 = “Rare Ironbark”



East

Brecilian Forest

- 1 = Danyla (“Lost to the Curse”)
- 2 = Gravestone (“A Mage’s Treasure”)
- 3 = Gravestone (“A Mage’s Treasure”)

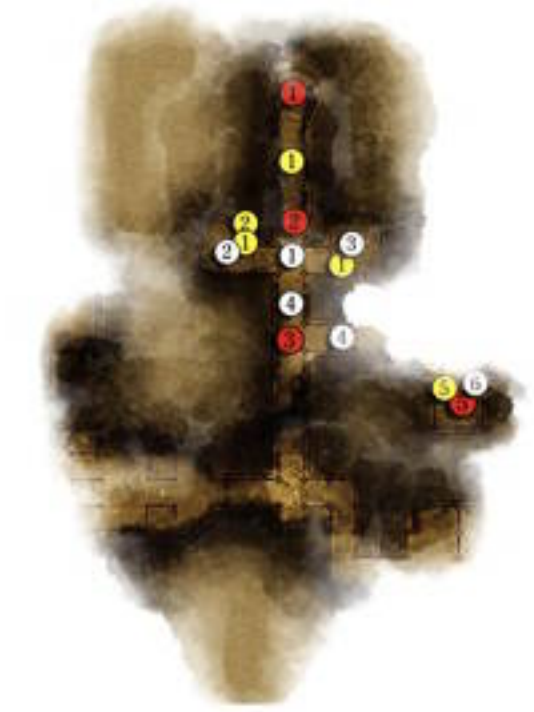


West

Brecilian Forest

- 1 = Deygan (“Wounded in the Forest”)
- 2 = Rare Ironbark
- 3 = Gravestone (“A Mage’s Treasure”)
- 4 = Shade Campsite
- 5 = Panowen

Elven Ritual



- 1 = Skeletons
- 2 = Skeletons
- 3 = Skeletons
- 4 = Poisonous Spiders
- 5 = Skeletons
- 6 = Fanged Skeletons
- 7 = Skeleton Archers
- 8 = Shade & Greater Shades
- 9 = Skeletons

- 1 = Pile of Bones
- 2 = Chest (locked)
- 3 = Broken Crate
- 4 = Charred Corpse
- 5 = Sarcophagus
- 6 = Elven Burial Chamber

- 1 = “The Arcane Warrior”

Runthrough (Elven Ritual)

Summary: On the lower level of the Elven Ruins, perform the Elven Ritual to open a secret treasure chamber.

1. Enter the lower level of the Elven Ruins.

2. Prepare for the skeleton ambush.

3. Survive the poisonous spiders.

4. Try to communicate with the ghostly boy.

5. Retrieve the ritual tablet.

6. Perform the elven ritual.

7. Enter the elven burial chamber.

8. Defeat the Shade and her greater shade protectors.

Elven Ritual Cheatsheet

Main Side Quest
Elven Ritual

Important NPCs
None

Key Items
Earthen Tablet
Juggernaut Plate Armor

Enemies
Fanged Skeletons
Greater Shades
Poisonous Spiders
Shade
Skeleton Archers
Skeletons

Side Quests
The Arcane Warrior

This side quest can be completed only after you accept the “Nature of the Beast” main quest and proceed through the Dalish Camp, East and West Brecilian Forests, and the upper level of the Elven Ruins. You can undertake the elven ritual in the first half of the Elven Ruins’ lower level. For more details, see the “Nature of the Beast” walkthrough chapter.

1



Enter the lower level of the Elven Ruins. Heal up your party to full and arm yourselves appropriately before continuing.

2



A few steps into the level, skeletons swarm from three branches of the intersection ahead. Stay in the initial corridor and set up a defensive perimeter with your more defensive party members (such as a warrior tank) up front protecting the spellcasters and ranged attackers in the rear. Cut down all skeletons before advancing.

3



A short distance past the intersection, poisonous spiders drop from the ceiling and try to catch you in a second ambush. You can't keep all the spiders in front of you as you did with the skeletons. Concentrate on one spider at a time and dip into healing when needed.

4



You see a ghostly boy in the middle of the first chamber. The ghost appears to be searching for its mother, but you can't communicate with it directly. When the ghost finally fades away, more skeletons and their tougher brethren, fanged skeletons, swarm your party. This will be a long battle, so ration your healing and use stamina-regeneration talents, such as Rejuvenate, and mana potions to keep your spells and talents accessible.

5



Once you've cleared out the skeletons, head south and investigate the sarcophagus. Pick up the Earthen Tablet inside, which gives you instructions for completing the elven ritual in the chamber to the northeast.

6



Enter the ritual room to the northeast. You see a small fountain in the middle of the floor and an altar along the wall. Follow the steps written in the tablet codex. If you perform the ritual steps in the wrong order, shades will appear and attack the party. The correct steps for the ritual are:

Examine the fountain to start the ritual.
Take the earthen jug.
Fill the earthen jug with water.
Leave the pool alone.
Examine the altar to continue the ritual.
Place the filled earthen jug on top of the altar.
Kneel before the altar and pray.
Examine the earthen jug on the altar.

Take a single sip from the water in the jug.
Take the earthen jug.
Leave the altar alone.
Examine the fountain to continue the ritual.
Dump the water in the jug back into the pool.

If you perform the ritual steps in the right order, the large doors to the north will open and reveal an elven burial chamber.

7



Shades guard the actual burial chamber on the dais; however, you first have to defeat a pair of skeleton archers in front of the steps. Compared to the skeletal hordes you faced earlier, these two shouldn't cause any difficulties.

8



A Shade stands next to the elven burial chamber. No matter how you try to communicate with her, you can't. She attacks and summons two greater shades to help defend the burial chamber. Send your two toughest party members to take on the greater shades, and use stunning abilities on the Shade to prevent spellcasting. If you have to make a choice, eliminate the Shade first to prevent any catastrophic spells from landing on your head. When you've slain all the shades, examine the burial chamber for your reward, the Juggernaut Plate Armor.

Mage's Treasure

Type: Combat

Start: North grove in the East Brecilian Forest

Destination: Three locations around the Brecilian Forest

Task: Defeat revenants and skeletons to claim pieces of the Juggernaut armor set

Quest Tips: This quest is activated at the north grove in the East Brecilian Forest where you come across two ogres (you can't activate the side quest from the other two gravestones; only the gravestone in the north grove). Among the ruined buildings behind the ogres is a gravestone. If you disturb the tomb, a revenant and several skeletons spawn. The revenant guards a piece of the Juggernaut armor. You can find other pieces of the armor at:

A gravestone in West Brecilian Forest (near where you first fought with some darkspawn and an ogre).
A gravestone in the East Brecilian Forest, past the misty barrier, among some ruins.
A sarcophagus in the lower level of the Elven Ruins. See the "Elven Ritual" side quest walkthrough for more details.

The rewards for this and the "Elven Ritual" side quest are all pieces of the Juggernaut armor, one of the better armor sets in the game.

Chanter's Board



Chanter's Board Side Quests

- 1 = Soldier's Diary ("Brothers and Sons")
- 2 = Destroyed Caravan ("Caravan Down")
- 3 = Refugee Camp ("Desperate Haven")
- 4 = Battlefield ("Loghain's Push")
- 5 = Gang (Dark Alley, "Back Alley Justice")
- 6 = Sextant (Elven Alienage, "Fazzil's Request")
- 7 = Rexel (Arl Howe's Estate, "Missing in Action")
- 8 = Corpse Galls ("Skin Deep")

The Circle of Magi



Apprentice Quarters (first floor)

- 1 = Apprentice Note (“Watchguard of the Reaching”)
- 2 = Apprentice Note (“Watchguard of the Reaching”)
- 3 = Apprentice Note (“Watchguard of the Reaching”)
- 4 = Summoning Font (“Summoning Sciences”)
- 5 = Apprentice’s Footlocker (“The Spot”)
- 6 = Denri’s Bed (“The Spot”)



Senior Mage Quarters (second floor)

- 1 = Apprentice Note (“Watchguard of the Reaching”)
- 2 = Apprentice Note (“Watchguard of the Reaching”)
- 3 = Irving’s Bookshelf (“Circles Within Circles”)
- 4 = Painted Box (“Friends of Red Jenny”)
- 5 = Irving’s Desk (“Irving’s Mistake”)
- 6 = Bel’s Cache (“Maleficarum Regrets”)



Great Hall (third floor)

- 1 = Apprentice Note (“Watchguard of the Reaching”)
- 2 = Statue (“Watchguard of the Reaching”)
- 3 = Statue (“Watchguard of the Reaching”)
- 4 = Statue (“Watchguard of the Reaching”)
- 5 = Statue (“Watchguard of the Reaching”)
- 6 = Notice of Censure (“Desire and Need”)
- 7 = Torn Page (“Five Pages, Four Mages”)
- 8 = Torn Page (“Five Pages, Four Mages”)
- 9 = Torn Page (“Five Pages, Four Mages”)
- 10 = Torn Page (“Five Pages, Four Mages”)
- 11 = Torn Page (“Five Pages, Four Mages”)



Templar Quarters (fourth floor)

- 1 = Pile of Rubble (“Extracurricular Studies”)
- 2 = Pile of Books (“Extracurricular Studies”)
- 3 = Pile of Books (“Extracurricular Studies”)

Extracurricular Studies

Type: Exploration

Start: Templar Quarters

Destination: A Pile of Rubble and two Piles of Books

Task: Find three codex entries

Quest Tips: Search the Templar Quarters for three codex entries. One is hidden in a Pile of Rubble in the shadowy corner near the level entrance. Find the second in a Pile of Books in the last room before your encounter with Sloth in the central chamber. The third codex entry is in a Pile of Books in the eastern chamber after you return from the Fade.

Promises of Pride

Type: Exploration

Start: A Scrap of Paper

Destination: Various points in the Circle Tower

Task: Find six Scraps of Paper

Quest Tips: You gain the Scraps of Paper from killing abominations inside the Tower. Look for them on the following floors:

Apprentice Quarters (first floor): Find one Scrap of Paper

Senior Mage Quarters (second floor): Find two Scraps of Paper

Great Hall (third floor): Find two Scraps of Paper

Templar Quarters (fourth floor): Find one Scrap of Paper

Summoning Sciences



○ 1 = Spirit Hog
○ 2 = Trickster Whim
○ 3 = Fade Rifter

● 1 = Arl Foreshadow

Runthrough (Summoning Sciences)

Summary: Complete the four summoning rituals for unexpected surprises and rewards.

1. Use the Summoning Font for all four rituals.

2. Either half of a Torn Book can also activate the side quest.

3. Read the “Tome of Spirit Personages” for the first and fourth rituals.

4. Touch the Summoning the First spot.

5. Read the “Rodercoms Uncommon Calling” for the second and fourth rituals.

6. Touch the Magus Gorvish statue for the second, third, and fourth rituals.

7. Touch the Summoning the Second spot.

8. Read the “Elvorn’s Grande Bestiary” for the third and fourth rituals.

9. Touch the Common Table Carving Spot for the third and fourth rituals.

10. Read the “Spiritorum Etherialis” for the third and fourth rituals.

11. Read the “Novice Phylactery” for the third and fourth rituals.

12. Touch the Summoning the Third spot.

13. Touch the Summoning the Fourth spot.

Summoning Sciences Cheatsheet

Main Side Quest
Summoning Sciences

Important NPCs
Arl Foreshadow

Key Items
Charged Mitts

Enemies
Fade Rifter
Spirit Hog
Trickster Whim

Side Quests
None

This side quest can be completed only after you’ve entered the Circle Tower during the “Broken Circle” main quest. It takes place in the library section of the Apprentice Quarters (first floor).

1



Begin each of the four summoning rituals at the Summoning Font. Interact with the font to activate the respective ritual and all its corresponding items around the library.

2



Obtaining either half of the Torn Book also activates the side quest. Find one half in the first library room and one half in the central chamber (with the stairs leading up to the second level).

3



For the first ritual, touch the Summoning Font and then read the “Tome of Spirit Personages” on the bookshelf in the first library room.

4



Seek out the Summoning the First spot at the end of the red carpet in the first library room. Interact with the spot to summon a spirit hog. The beast dies instantly as it enters the room and you can loot the corpse for a garnet.

5



For the second ritual, touch the Summoning Font and then read “Rodercoms Uncommon Calling” on the bookshelf in the third library room.

6

 Return to the first library room and touch the base of the Magus Gorvish statue on the back wall.

7



Seek out the Summoning the Second spot at the end of the red carpet in the second library room. Interact with the spot to summon Trickster Whim. You catch a glimpse of him before he fades away, and a codex entry appears explaining the unusual occurrence. Trickster Whim shows up later in the game on the Chanter's Board in the side quest "Unintended Consequences." See the Chanter's Board section for more details.

If you have a rogue in your party with Stealing, pickpocket Trickster Whim for a random item.

8



For the third ritual, touch the Summoning Font and then read "Elvorn's Grande Bestiary" on the bookshelf in the third library room.

9



Return to the first library room and interact with the Common Table Carving Spot on the central table.

10



Head back to the third library room and read the “Spiritorum Etherialis” book on the floor.

11



Return to the first library room and touch the Magus Gorvish statue. Read the “Novice Phylactery” book on the nearby shelf.

12



Seek out the Summoning the Third spot at the end of the red carpet in the third library room. Interact with the spot to summon the fade rifter. The creature fights like a large bereskarn, and shouldn’t pose much trouble for a four-strong party. Loot its corpse for the Charged Mitts.

13



Complete the following step to prepare the Summoning the Fourth spot:

Touch the Summoning Font.
Read “Tome of Spirit Personages.”
Read “Rodercoms Uncommon Calling.”
Touch the statue of Magus Gorvish.
Read “Elvorn’s Grande Bestiary.”
Interact with the Common Table Carving Spot.
Read the “Spiritorum Etherialis.”
Touch the statue of Magus Gorvish.
Read the “Novice Phylactery.”

Seek out the Summoning the Fourth spot in the central chamber. The spot is hidden to your left past the fallen bookcase. Interact with the final ritual spot to summon Arl Foreshadow. He only exists in this reality for a few seconds, but a rogue can use Stealing to grab a secret codex entry about the arl.

Watchguard of the Reaching

Type: Combat

Start: Apprentice Notes

Destination: Various places in the Circle Tower

Task: Collect six codex entries, click on four statues, fight Shah Wyrd

Quest Tips: Find six codex entries in the following areas:

Apprentice Quarters: Find two codex entries in footlockers, one in library.

Senior Mage Quarters: Find one codex entry in the study by Owain, one codex entry on the opposite end of the study by the blood mages.

Great Hall: Find one codex entry near the back wall of the main room.

After you find all the codex entries, activate the Great Hall statues in the correct order: vessel in hand (side quest item 2 on the Great Hall map), sword raised (side quest item 3 on the Great Hall map), sword lowered (side quest item 4 on the Great Hall map), spear raised in central area (side quest item 5 on the Great Hall map). If you don't activate the statues in the correct order, or if you're missing an Apprentice Note, the statues will burn you for damage. If you interact with the statues correctly, Shah Wyrd will appear in the basement. Return down to the first level near where you first encountered Wynne and open the basement door. Shah Wyrd is a powerful version of a rage demon, though the fight won't be too difficult because Wynne's mage friends—Keili, Kinnon, and Petra—will aid you in the battle.

Denerim

The Private Collection



Bann Franderel's Estate

- 1 = House Archer & House Soldiers
- 2 = House Archers & House Soldiers
- 3 = House Soldiers & Rogue Mage
- 4 = House Soldier & Rogue Mage

- 1 = Armor Stand
- 2 = Weapon Stand
- 3 = Wooden Crate

Runthrough (The Private Collection)

Summary: Spring the bann's trap and escape with your life.

1. Discover the treasure is a setup and spring the trap in the treasure vault.

2. Fight through the first wave of house soldiers and house archers.

3. Fight through the second wave of house soldiers and house archers.

4. Survive the ambush at the main intersection.

5. Escape the estate.

The Private Collection Cheatsheet

Main Side Quest
Crime Wave

Important NPCs
Slim Couldry

Key Items
None

Enemies
House Archers
House Soldiers
Rogue Mages

Side Quests
None

You must complete the first two Stealth quests for Slim Couldry before you can go on "The Private Collection." Because this is a trap and no enemies appear on your first pass through the estate, the walkthrough is marked for your escape, from the treasure vault out to the original entrance point.

1



SPOILER ALERT!

All won't seem right as you enter the bann's estate. As proceed to the treasure vault, the place is deserted. When you reach the treasure vault, the trap springs—the house soldiers knew of your attempt and have set a major ambush for you. To survive, you must fight your way out.

2



House soldiers and a house archer have infiltrated the first room outside the treasure vault. Send your tank and second toughest party member to intercept the soldiers as they charge. Ranged attacks can help with damage and should overwhelm the house archer in the rear.

3



Open the door to the next room, but don't charge in! Just inside the door is a leghold trap, and a second one lies in the center of the room near the opposite door. More house soldiers and house archers ambush you here. Use similar tactics to the first fight. If you run into trouble with

the larger enemy numbers, retreat to the previous room and back into the corner so the house archers have to close on you to get line of sight. With a little healing, you should cut through the bann's defenders.

4



When you reach the main intersection, another ambush lies in wait. House soldiers guard a rogue mage to either side of the corridor. When you step into the middle, prepare for spellcasting on both sides and sword thrusts from the house soldiers. If you have two quality ranged attackers, set them on the mages and eliminate them first. The other two party members should hold off the house soldiers until you can all regroup and concentrate your forces.

5



You have survived to reach the exit. Return to the Denerim Market and confront Slim Couldry, who apologizes and returns the 10 sovereigns you paid him to set this mission up.

Tears of Andraste

Type: Stealth

Start: Slim Couldry

Destination: Bann Franderel's Estate

Task: Make it to the treasure vault without alerting the guards and steal the Tears of Andraste

Quest Tips: This is the fourth in the Stealth chain of Slim Couldry quests, and it can be completed only after the Landsmeet. After you confront Slim Couldry about the mishaps during the previous quest, "The Private Collection," he returns from his trip with new information. He sends you back to Bann Franderel's Estate. The easiest way to accomplish the quest is to slip past all the bann's defenders unseen and steal the Tears of Andraste in the treasure vault (for real this time!). You'll see similar defenders as you battled in the "The Private Collection," so refer to Bann Franderel's Estate walkthrough map if you run into any trouble. Return the Tears of Andraste to Slim Couldry for a big reward.

Something Wicked



Abandoned Orphanage

- 1 = Rabid Wardogs
- 2 = Rabid Wardogs
- 3 = Tormented Woman

- 4 = Rampaging Spirits & Rioting Spirits
- 5 = Demon & Lesser Shades
- 6 = Lesser Shades, Rampaging Spirit, & Rioting Spirit
- 7 = Lesser Shades
- 8 = Rampaging Spirit & Rioting Spirits
- 9 = Greater Shade & Lesser Shades
- 10 = Rage Abominations

- 11 = Demon
- 12 = Demon & Lesser Rage Demons

- 1 = Broken Chest
- 2 = Wooden Crate
- 3 = Wooden Crate
- 4 = Wooden Crate
- 5 = Charred Corpse
- 6 = Charred Corpse
- 7 = Chest
- 8 = Charred Corpse
- 9 = Charred Corpse
- 10 = Charred Corpse
- 11 = Charred Corpse
- 12 = Charred Corpse
- 13 = Charred Corpse

- 1 = Worn Amulet for “Hearing Voices”

Runthrough (Something Wicked)

Summary: Follow Ser Otto into the Abandoned Orphanage to end the evil that permeates the place.

1. Enter the Abandoned Orphanage.

2. Follow the ghost through the first couple of rooms.

3. Prepare for the wardog ambush.

4. Battle the tormented woman.

5. Slay the rampaging and rioting spirits.

6. Challenge the first demon and its lesser shades.

7. Take on more spirits and shades.

8. Defend against the lesser shades’ ambush.

9. Slay more rampaging and rioting spirits.

10. Battle the greater shade and lesser shades.

11. Square off against the rage abominations.

12. Confront the final two demons.

Something Wicked Cheatsheet

Main Side Quest
Something Wicked

Important NPCs
Ser Otto

Key Items
Worn Amulet

Enemies
Demons
Greater Shade
Lesser Rage Demons
Lesser Shades
Rabid Wardogs
Rage Abominations
Rampaging Spirits
Rioting Spirits
Tormented Woman

Side Quests
Hearing Voices

This side quest can be completed only after you've begun the Landsmeet and gained entry to the Elven Alienage.

Beginning the Quest



Once you reach the Elven Alienage, seek out Ser Otto northeast of the great tree. He believes something is amiss in the Alienage, and it has nothing to do with the darkspawn.



Search for a couple of clues in front of the Abandoned Orphanage south of the great tree. Any two of the following clues in front of the Abandoned Orphanage will do:

A pool of fresh blood
A feral dog
A dead dog
The Deranged Beggar

Return to Otto and tell him what you've learned. He deduces that the foulness comes from the Abandoned Orphanage.



Follow Otto to the Abandoned Orphanage and keep him alive throughout the quest. See the following walkthrough for details on the encounters within the Abandoned Orphanage.



Enter the Abandoned Orphanage and prepare for a series of battles throughout the decadent building.

2



Search for loot in the first three rooms. Eventually, follow a ghost boy through the rooms to your left and out into the far corridor.

3



Locked doors line the wall on either side of the next corridor. As you proceed down the corridor, the locks pop open and wardogs pour out. Set your tougher party members in front of the doors and heal them as necessary to keep them up in the fight. AoE damage spells can destroy the dogs, but the corridor is a tight space and you have to be very careful with each spell's radius.

Ser Otto wades into the battle and, though well armored, he doesn't have any healing of his own. Watch Otto during each fight and prepare to heal him as well as your party members.

4



A single tormented woman ghost attacks you in the next room. She won't be much of a challenge for the five of you; however, when you reduce her to zero health, she simply fades away and says that she can't be killed.

5



Head north through the short corridor and enter the next room prepared for a fight. Rampaging spirits and rioting spirits swarm the first party member through the door. If you're quick enough, you can launch an AoE spell through the door to soften up the spirits, or you can send a tank in to absorb the brunt of the attacks as the rest of the party chips in with enough damage to dismiss the ghostly entities.

6



You meet your first demon in the next room. It talks big, but it's only the first of three demons that have infested the orphanage. At the outset, send your tank at the demon and concentrate everyone's firepower on it. The demon summons lesser shades to aid it as the battle progresses. Break off your second toughest party member to hunt down the lesser shades as they appear. If you begin to get swarmed, concentrate all party members on a lesser shade or two to eliminate the reinforcements, then switch back to the demon, while your healer keeps the tank, and anyone else who needs it, alive.

7



Ser Otto urges you on, sensing that something wicked still resides in the building. Take the long corridor north to the next room. Battle through more lesser shades, a rampaging spirit, and a rioting spirit.

8



Be careful as you enter the room to the southwest. As you near the door to map location 9, lesser shades appear around you and attack. Don't open the door to the rampaging spirit and rioting spirits or you'll have a large melee on your hands. Deal with the lesser shades' ambush first, then move into the next room.

9



More spirits try to rush you at the door. Send your burly party members in first, and if you need room for your ranged attackers, Taunt or Threaten the spirits slowly away from the door to provide more room to maneuver.

10



A greater shade and a couple of lesser shades greet you in the room in the northeast corner of the Abandoned Orphanage. Take out the lesser shades first, then concentrate the full strength of your party on the greater shade.

11



Four rage abominations block the way in the T-shaped room. As soon as you enter, the rage abominations materialize and press forward to stop you from passing through the door into the final demon room. Throw an AoE spell, such as a Fireball, from the doorway and follow up with concentrated attacks on one abomination at a time. Don’t hold back; you can let loose with your powerful talents and then rest up before entering the final battle in the next room.

12





When you enter the last room, a demon confronts you with enough arrogance to make you think that you've encountered the final boss, but it's a ruse. The single demon is no match for your fivesome and goes down quickly.





SPOILER ALERT!

Alas, the boss demon isn't so easy. It begins by slaying Ser Otto (there is nothing you can do to save him) and then launches its ferocious attacks at your party.

As the fight wears on, the demon summons multiple lesser rage demons to turn up the heat (literally!). Cold spells such as Winter's Grasp and Cone of Cold really hurt the enemies; just don't catch your allies in the exchange.





Keep the healing coming and try to kill off lesser rage demons as they appear before ganging back up on the demon. It takes serious damage output to overcome the demon and its minions, though once this demon falls you've freed the orphanage spirits from its tyrannical reign. Before you leave, check the chest by the exit for the Worn Amulet that starts the "Hearing Voices" side quest (see earlier in the Denerim section).

Favors for Certain Interested Parties



Favors for Certain Interested Parties Side Quests

- 1 = Love Letter (“Correspondence Interruptus”)
- 2 = Love Letter (“Correspondence Interruptus”)
- 3 = Love Letter (“Correspondence Interruptus”)
- 4 = Love Letter (The Pearl, “Correspondence Interruptus”)
- 5 = Love Letter (Wade’s Emporium, “Correspondence Interruptus”)
- 6 = Love Letter (Arl Eamon’s Estate, “Correspondence Interruptus”)
- 7 = Love Letter (“Correspondence Interruptus”)
- 8 = Love Letter (“Correspondence Interruptus”)
- 9 = Love Letter (Carta Hideout, “Correspondence Interruptus”)
- 10 = Love Letter (Royal Palace, “Correspondence Interruptus”)
- 11 = Love Letter (“Correspondence Interruptus”)
- 12 = Love Letter (“Correspondence Interruptus”)
- 13 = Drop Location (Denerim Market District, “Dead Drops”)
- 14 = Drop Location (“Dead Drops”)
- 15 = Drop Location (“Dead Drops”)

- 16 = Cam of Redside (Wonders of Thedas, “False Witness”)
- 17 = Skinny Frank (“False Witness”)
- 18 = Brian (“False Witness”)

Orzammar



Aeducan Thaig Side Quests

- 1 = Bag of Limbs (“Asunder”)



Anvil of the Void Side Quests

- 1 = Golem Registry (“The Golem Registry”)



Caridin's Cross Side Quests

- 1 = Small Bloody Sack ("Asunder")
- 2 = Small Bloody Sack ("Asunder")
- 3 = Pile of Rubble ("The Drifter's Cache")
- 4 = Pile of Rubble ("The Drifter's Cache")
- 5 = Pile of Rubble ("The Drifter's Cache")
- 6 = Pile of Rubble ("The Drifter's Cache")
- 7 = Drifter's Cache Reward ("The Drifter's Cache")
- 8 = Runestone ("The Shaper's Life")
- 9 = Topsider's Hilt ("Topsider's Honor")



Carta

Hideout Side Quests

- 1 = Jammer’s Journal (“Jammer’s Stash”)
- 2 = Jammer’s Common Box (“Jammer’s Stash”)
- 3 = Kanky’s Common Box (“Jammer’s Stash”)
- 4 = Pique’s Common Box (“Jammer’s Stash”)
- 5 = Jammer’s Stash Box (“Jammer’s Stash”)



The Dead Trenches Side Quests

- 1 = Legion of the Dead Boots (“The Dead Caste”)
- 2 = Legion of the Dead Gloves (“The Dead Caste”)
- 3 = Legion of the Dead Breastplate (“The Dead Caste”)
- 4 = Legion of the Dead Helmet (“The Dead Caste”)
- 5 = Sarcophagus (“The Dead Caste”)
- 6 = Legion of the Dead Relic (“The Gangue Shade”)
- 7 = Runestone (“The Shaper’s Life”)
- 9 = Topsider’s Blade (“Topsider’s Honor”)



Diamond Quarter Side Quests

- 1 = Council Writ (“The Key to the City”)

- 1 = “Political Attacks”
- 2 = “The Shaper’s Life”



Dust

Town Side Quests

- 1 = Assembly Directive (“The Key to the City”)

- 1 = “Casteless Ambush”
- 2 = “Precious Metals”
- 3 = “Zerlinda’s Woes”



Ortan

Thaig Side Quests

- 1 = Ruck (“A Mother’s Hope”)
- 2 = Altar of Sundering (“Asunder”)
- 3 = Chest (“Lost to the Memories”)
- 4 = Topsider’s Pommel (“Topsider’s Honor”)
- 9 = Warrior’s Grave (“Topsider’s Honor”)



Orzammar Commons Side Quests

- 1 = Nug (“A Lost Nug”)
- 2 = Nug (“A Lost Nug”)
- 3 = Nug (“A Lost Nug”)
- 4 = Nug (“A Lost Nug”)
- 5 = Nug (“A Lost Nug”)
- 6 = Document (“The Key to the City”)
- 7 = Runestone (“The Shaper’s Life”)

- 1 = “A Mother’s Hope”
- 2 = “A Lost Nug”
- 3 = “An Unlikely Scholar”
- 4 = “Political Attacks”
- 5 = “Chant in the Deeps”

A Lost Nug

Type: Exploration

Start: Nug Wrangler Boermor in Orzammar Commons

Destination: Any nug in Orzammar

Task: Return a nug to Boermor

Quest Tips: Nug Wrangler Boermor has lost his nugs and needs you to round them up for him. Once you activate the quest, nugs will be hidden throughout Orzammar. Return a nug to Boermor for a reward. Even after the quest is complete, you can return nugs to Boermor for a reward.

Redcliffe



- 1 = Dwyn's Home ("The Dwarven Veteran")
- 2 = Ser Perth ("Every Little Bit Helps")
- 3 = Mother Hannah ("The Maker's Shield")

- 1 = “The Dwarven Veteran”
- 2 = “Every Little Bit Helps”
- 3 = “Lost in the Castle”
- 4 = “The Maker’s Shield”
- 5 = “A Missing Child”
- 6 = “Spy!”
- 7 = “Stiff Drink to Dull the Pain”

Return to Ostagar

“Return to Ostagar” takes you to the new world map location Bann Loren’s Lands, and you can complete it anytime after you leave Lothering. If you want a little revenge on the darkspawn from your earlier Ostagar encounter, complete “Return to Ostagar” and earn King Cailan’s superbly crafted arms and armor to boot.



Bann Loren’s Lands

When you’re ready for this epic side adventure, set off for Bann Loren’s Lands northeast of Lake Calenhad Docks and the Circle Tower. Down the hill from your hidden entry path in the bann’s forest, Bann Loren’s soldiers surround an unarmed man.

SPOILER ALERT!

You can intervene or let the guards leave. Either way, one of the soldiers stabs the man, and you can speak with the dying man after the guards leave (if you chose not to intervene) or after you defeat the guards (if you chose to intervene).



The man's name is Elric Maraigne, a member of King Cailan's honor guard at Ostagar and a close confidant to the king. Before his death, Cailan entrusted a key to the royal arms chest to Elric, who hid the key within a statue at Ostagar to avoid suspicion in the aftermath of the tragic battle.

SPOILER ALERT!

Alas, Elric dies from his stab wound, but he draws you a map to the key before the end.

A small-scale assault on Ostagar looks to be in order.

SPOILER ALERT!

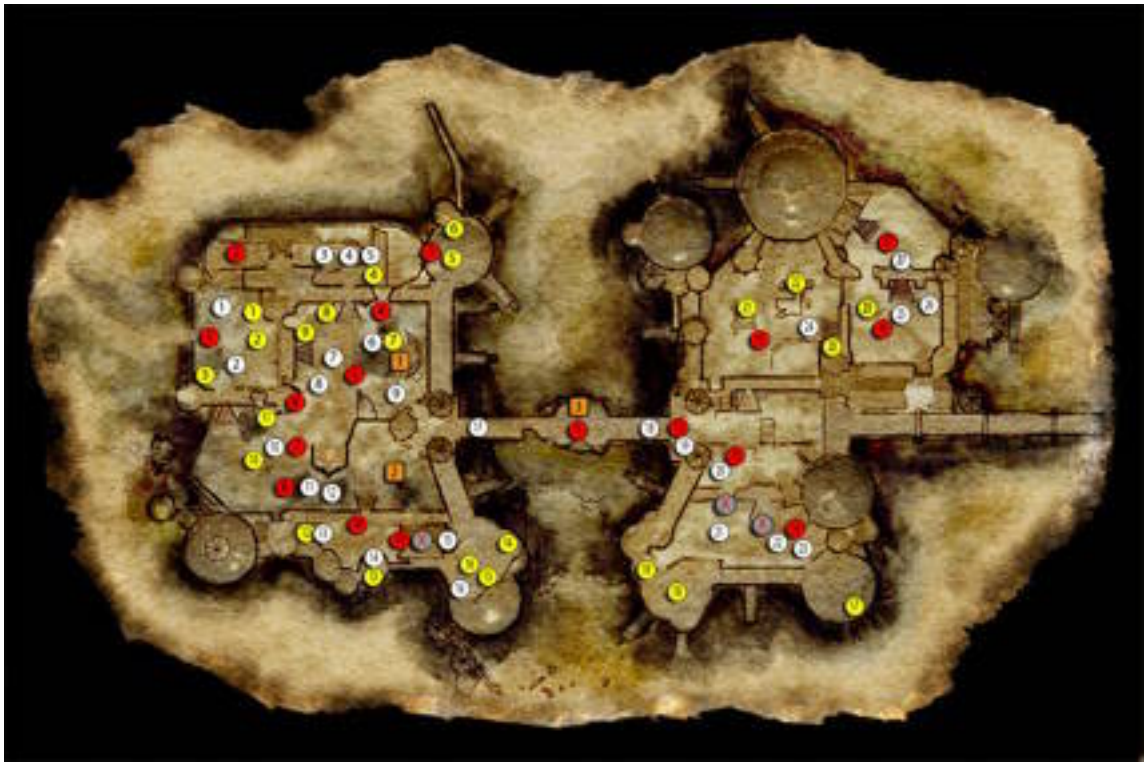
For the best interactions in "Return to Ostagar," choose the characters who were originally at Ostagar for your party: Alistair, Wynne, and possibly Loghain, if you've progressed passed the Landsmeet and chosen to side with the one-time traitor.

New "Return to Ostagar" Items

Item Name	Type
Cailan's Breastplate	Quest Item
Cailan's Gauntlets	Quest Item
Cailan's Greaves	Quest Item
Cailan's Helm	Quest Item

Item Name	Type
Cailan's Shield	Quest Item
Corrupted Magister's Staff	Special Item
Duncan's Dagger	Special Item
Duncan's Sword	Special Item
Firestone Harness	Special Item
Joining Chalice	Gift
Key to the Mages' Chest	Plot Item
Key to the Royal Arms Chest	Plot Item
Maric's Blade	Quest Item
Nug Crusher	Special Item
Repeater Gloves	Special Item
Secret Correspondence	Plot Item
Swiftrunner Warpaint	Special Item

Ostagar



- 1 = Hurlock
- 2 = Genlock & Hurlock
- 3 = Genlocks & Hurlocks
- 4 = Genlocks
- 5 = Hurlock Strider
- 6 = Hurlocks
- 7 = Hurlocks
- 8 = Genlock Forgemaster & Genlocks
- 9 = Hurlock Alpha & Hurlocks
- 10 = Genlock Rogues
- 11 = Blight Wolves
- 12 = Genlocks & Hurlock Vanguard
- 13 = Genlocks
- 14 = Genlocks
- 15 = Genlocks & Hurlocks
- 16 = Genlock
- 17 = Hurlocks
- 18 = Shambling Skeletons & Skeletal Mages
- 19 = Hurlocks
- 20 = Genlocks & Hurlocks
- 21 = Genlocks & Hurlocks
- 22 = Genlocks & Hurlocks

- 23 = Hurlock Strategist
- 24 = Hurlock Emissary & Hurlocks
- 25 = Hurlock General & Hurlocks
- 26 = Hurlocks
- 27 = Hurlocks & Shrieks

- 1 = Charred Corpse
- 2 = Wooden Crate
- 3 = Pile of Sacks
- 4 = Wooden Crate
- 5 = Joining Chalice
- 6 = Pile of Sacks
- 7 = Mages' Chest (locked)
- 8 = Chest (locked)
- 10 = Dead Mabari
- 11 = Pile of Sacks
- 12 = Wooden Crate
- 13 = Pile of Sacks
- 14 = Wooden Crates
- 15 = Pile of Sacks
- 16 = Chest (locked)
- 17 = Pile of Sacks & Wooden Crates
- 18 = Pile of Sacks
- 19 = Wooden Crates
- 20 = Wooden Crate
- 21 = Wooden Crate
- 22 = Pile of Sacks
- 23 = Chest (locked)

- 1 = Elric's Buried Key
- 2 = Cailan's Chest
- 3 = Cailan's Body

- X = Trap

Runthrough (Ostagar)

Summary: Purge Ostagar of darkspawn as you gather Cailan's Greaves, Cailan's Shield, Maric's Blade, Cailan's Gauntlets, Cailan's Helm, and Cailan's Breastplate.

1. Enter Ostagar.

2. Battle the Hurlock Strider and its minions.

3. Retrieve the Joining Chalice.

4. Face off against the Genlock Forgemaster and hurlock alpha.

5. Recover Elric's hidden key.

6. Befriend Dog (if you haven't already done so).

7. Avoid the genlock rogues' ambush.

8. Defeat the Hurlock Vanguard and its minions.

9. Battle more genlocks and hurlocks for treasure.

10. Avoid the genlocks' trap.

11. Find King Cailan's body and survive the Genlock Necromancer's ambush.

12. Enter the eastern half of fallen Ostagar.

13. Combat a horde of genlocks and hurlocks.

14. Outwit the Hurlock Strategist.

15. Defeat a hurlock emissary and hurlocks.

16. Slay the Hurlock General.

17. Fight through hurlocks and shrieks to reach the Tower of Ishal.

Ostagar Cheatsheet

Main Plot Quest
Return to Ostagar

Important NPCs
None

Key Items
Cailan's Breastplate
Cailan's Gauntlets
Cailan's Greaves
Cailan's Shield
Cailan's Helm
Corrupted Magister's Staff
Firestone Harness
Joining Chalice
Maric's Blade
Repeater Gloves
Swiftrunner Warpaint

Monsters
Blight Wolves
Genlock Forgemaster
Genlock Rogues
Genlocks
Hurlock Alpha
Hurlock Emissary
Hurlock General
Hurlock Strategist
Hurlock Strider
Hurlock Vanguard
Hurlocks
Shambling Skeletons
Skeletal Mages
Shrieks

Side Quests
None

1



You enter a snow-covered Ostagar immediately with a hurlock to your left and a genlock and hurlock to your right. It's just a warm-up; three darkspawn against your four heroes shouldn't prove more than a foray to unsheathe your blades. After the enemies' defeat, begin a thorough search of the area, which, of course, you should do in every area throughout Ostagar. A charred corpse in the northeast corner holds the key that unlocks the mages' chest in the Quartermaster area to the east.

Look for the Key to Mages' Chest on the charred corpse in the entry area.

As you progress through Ostagar, consider your two main quest objectives: find King Cailan's equipment and locate the king's body for a proper burial. The search for each of Cailan's arms and armor items eventually leads you to his body and some of the culprits responsible for the foul deeds.

If, in your original journey to Ostagar (see the "Ostagar" walkthrough in the *Dragon Age: Origins* section), you did not get the key from the prisoner for the Mages' Chest, you have another opportunity here. The chest contains the same items as in the prelude, plus a Corrupted Magister's Staff.

Bestiary of Special Foes

Several darkspawn lieutenants and bosses have taken up refuge in fallen Ostagar. These are your primary foes; all are dangerous, and many hold the lost pieces of Cailan's arms and armor that you must find.

Name	Rank	Class	Description and Play Tips
Hurlock Strider	Lieutenant	Mage	One of the five darkspawn commanders at the Battle of Ostagar, it was granted Cailan's Greaves as its prize for victory. It's situated to the back, well-defended by warriors and archers, and often hidden by pillars. Get in there and take the Strider out early, and keep your party spread out to minimize the impact of its area-of-effect spells. For more details, see map location 2 in the walkthrough.
Genlock Forgemaster	Lieutenant	Mage	This burly darkspawn mans the forge, keeping the darkspawn army supplied with crude but effective weapons. It's best to go toe-to-toe with the Forgemaster. Send in your tank and use your other party members to keep the other darkspawn from getting too close. For more details, see map location 5 in the walkthrough.
Hurlock Vanguard	Boss	Warrior	One of the five darkspawn commanders at the Battle of Ostagar, it was granted Cailan's Shield as its prize for victory. Watch your back in this battle and some of the others in these more open areas. The darkspawn come in waves and some attack from the rear, often taking your vulnerable mages and archers by surprise. For more details, see map location 8 in the walkthrough.
Hurlock Strategist	Boss	Mage	One of the five darkspawn commanders at the Battle of Ostagar, it was granted Cailan's Gauntlets as its prize for victory. Avoid the easy-looking ramps because they're strewn with traps and ballistas. Instead, stay out of sight until you're near the area exit—the snowbanks form a less-defended path down to where the Strategist and its troops await. For more details, see map location 14 in the walkthrough.
Hurlock General	Boss	Warrior	One of the five darkspawn commanders at the Battle of Ostagar, it was granted Cailan's Breastplate as its prize for victory. Beware the archers who run out onto the knoll. If you can lure the General away from the battle, and separate it from some of its supporting shrieks and archers, it'll be a lot easier to take down. For more details, see map location 16 in the walkthrough.
Genlock Necromancer	Lieutenant	Mage	One of the five darkspawn commanders at the Battle of Ostagar, it was granted Cailan's Helm as its prize for victory and wields a fearsome Raise Dead spell. Once you've chased the Necromancer through the tunnels and into the battlefield below, it may seem vulnerable. The battlefield is littered with corpses, however. With the Risen Ogre to keep you busy, the Necromancer can raise skeletons faster than you can kill them. Stay focused and don't get overwhelmed; if you can take down the Necromancer, its minions will fall soon after. For more details, see "The Battlefield" section in the walkthrough.
Risen Ogre	Boss	Warrior	Duncan's killing blades are still embedded deep within this ogre's frozen flesh. Don't forget to loot the Risen Ogre's corpse once you're done with it, as Duncan's excellent blades are well worth salvaging. For more details, see "The Battlefield" section in the walkthrough.

The Hurlock Strider holds Cailan's Greaves.

2



Head north to the small archway and look right. The long columned war council area stretches to the east. At the far end, the Hurlock Strider and its genlock and hurlock bodyguards attack as soon as you arrive. The warriors charge toward you, while archers stay at the base of the far ramp to pick you off with arrows. Spread out, using the columns as cover against ranged attacks, and move quickly toward the Hurlock Strider so that it doesn't have time to fire off too many area-of-effect spells. If you have a spell like Crushing Prison or a talent like Holy Smite, hit the Strider with it as soon as you're in range to disrupt its spellcasting. Without its powerful spells, the Strider and its crew are a regular band of darkspawn to dispatch. Loot the Strider's body at the end of the fight to recover Cailan's Greaves, your first quest item.

3



Continue up the ramp past the Hurlock Strider and look for the Joining Chalice lying out on the stone of the circular tower. You can give this gift to any of your companions to help boost morale, though the Joining Chalice, as you might imagine, gives a significant bonus to a Grey Warden's approval rating. If Alistair is in your party, he's the prime candidate for such a gift.

Mages' Chest contains a hoard of miscellaneous items plus the Corrupted Magister's Staff.

4



Exit the war council area into the main courtyard in front of the Quartermaster section. Genlocks and hurlocks assault as you advance, so don't press forward too far. Stand near the Quartermaster's station and let the enemies come to you. Several enemy groups are in the area, and you don't want to get caught in a major crossfire. Pick off the melee skirmishers as they come into range, and if enemy archers harass your flanks, retreat toward the war council area. Once you've thinned enough of the warriors, the rest fall easier.

5



Proceed into the main courtyard once things quiet. You're not finished yet. The Genlock Forgemaster's group attacks from the southwest, while the hurlock alpha's group attacks from the east, up and over the hill. Send your tank to go toe-to-toe with the Forgemaster, and have the rest of the party concentrate on knocking down the hurlock alpha as quickly as possible. You may want to play your healer while simultaneous battles are going on, so you can switch healing to the tank or the other two DPSers, depending on who needs it most. When all the darkspawn lie dead, search the area for Elric's Buried Key in a rock pile near the Mages' Chest.

6



Proceed toward the kennel. If you don't already have Dog in your party or back at camp, the Mabari hound waits for you at the kennel. With two new Mabari items in the next courtyard, you might want keep Dog in the party as your backup DPSer.

Find Swiftrunner Warpaint and the Firestone Harness on the dead Mabari near the genlock rogue ambush.

7



You'll see two dead Mabari hounds ahead. As you approach, genlock rogues appear out of thin air and strike. Stick your heavily armored characters up front and let the rogues key on them. If you have a rogue like Leliana, try to slip behind the genlock rogues to deliver some serious backstabs of your own.

The Hurlock Vanguard holds Cailan's Shield.

8



Circle around Duncan's old fire and head toward where King Cailan's tent used to be when Ostagar stood proud. Blight wolves streak across the snow at you. Stand your ground and pick off as many as you can with arrows or spells like Fireball and Cone of Cold. Don't pull any punches on the wolves because a second enemy group, led by the Hurlock Vanguard, charges toward you soon after. To avoid being surrounded, slay the wolves before the Hurlock Vanguard and its genlocks show up. Beat down the Vanguard to gain the second quest item, Cailan's Shield. Search the old royal tent to find Cailan's Chest, and if you have Elric's Buried Key, unlock it for Maric's Blade and the Secret Correspondence that shows Cailan had plans in motion to defend the realm.

Empress Celene of Orlais planned to visit Ferelden and a forge a permanent alliance with King Cailan. The pact was foiled by the onset of the darkspawn invasion and King Cailan's untimely death. If you have Alistair in your party, he's frustrated that the darkspawn doomed peace between Ferelden and Orlais, though Wynne believes that peace will happen eventually between the two mighty nations.

Recover Maric's Blade and the Secret Correspondence document in Cailan's Chest.

9



Map locations 9 and 10 are completely optional. You can skip them if you want to hurry on with the main quest, or you can comb through the areas for more darkspawn killings and treasure. The genlocks on the archery range defend the Repeater Gloves in the wooden crate off to your right.

Find the Repeater Gloves near the archery range in the wooden crate guarded by genlocks.

10



If you continue, watch out for the tripwire trap in the corridor leading out to the tower. Genlocks and hurlocks patrol the area, and one particular genlock likes to blast you with a ballista out on the tower if you aren't careful.

11



SPOILER ALERT!

When you've fully explored the western half of Ostagar, cross over to the Tower of Ishal side. Halfway across the long connecting bridge, you discover King Cailan's body on a crucifix. Before you can decide what to do with Cailan's body, the darkspawn spring an ambush.

The Genlock Necromancer summons skeletons on the eastern side, and hurlocks appear on the western side. They attack from both sides and hope to crush you in the middle. Send your tank to tie up one group before they can reach the party, while a mage or archer should slow down the other group. A spell like Earthquake, which knocks down its victims, or Grease, which stops the charge, can hold off one group while you deal with the other. Scattershot works wonders too. Once you dispatch both enemy groups, continue east after the Genlock Necromancer.

SPOILER ALERT!

You can take care of Cailan's body after you deal with the Necromancer.

12



More genlocks and hurlocks assault you on the Tower of Ishal side of Ostagar. Cut through any near the bridge, then take the hill on your right that looks down on the courtyard containing the Hurlock Strategist. Don't advance too far—traps and lots of enemy groups lie ahead—and if you get pelted with ranged fire, retreat down the hill to sever line of sight.

13



Seize the upper section of the hill and clear it of any enemy groups. The ramp and steps may look like the easier path, but they're littered with bear traps to hold you in place. The enemy also has several ballistas pointed at the trapped areas. If you get stuck, genlocks begin bombarding you with ballista missiles.

The Hurlock Strategist holds Cailan's Gauntlets.

14



Instead of spending valuable time disarming the traps and taking enemy fire in a head-on charge, continue along the ridge to the left and sneak in through the ruined wall and snowbank. This trap-free path drops you near the Hurlock Strategist. You may have to slay some of the enemy bands to your right first before you can reach the Strategist. Once you do, attack in a similar fashion to the Hurlock Strider: disrupt the Strategist's spells and converge. You gain Cailan's Gauntlets from the Strategist's corpse, plus you can search the outer towers for more loot.

15



Head north toward the Tower of Ishal. A hurlock emissary and hurlocks guard the ramp up to the Hurlock General's area. Throw two or three ranged attacks at the emissary and surrounding enemies to soften them up, then close quickly and engage in melee. Kill them away from the ramp if you can, to avoid announcing your presence to the Hurlock General and its minions.

The Hurlock General holds Cailan's Breastplate.

16



Climb the ramp and try to pull the Hurlock General toward you without advancing too far. Hurlock archers snipe at you from the courtyard's back end; concentrate a spellcaster on their position to keep them off balance, and possibly eliminate them with some potent AoE spells. If you can avoid bringing the hurlocks and shrieks into the fight from the Tower of Ishal entrance courtyard above, the Hurlock General will go down with a sound pounding. Secure Cailan's Breastplate from the General. Now you only have Cailan's Helm to go, which is with the elusive Genlock Necromancer, who has vanished into the Tower of Ishal.

17



Hurlocks guard the Tower of Ishal entrance courtyard, along with several hidden shrieks. Expect one last tough fight before you enter the Tower of Ishal hot on the heels of the Genlock Necromancer.

Tower of Ishal



- 1 = Hurlock Grunts
- 2 = Genlock Grunts & Hurlock Grunts
- 3 = Genlock Grunts & Hurlock Grunts
- 4 = Ogre
- 5 = Hurlock Grunts
- 6 = Genlock Grunts & Hurlock Grunts
- 7 = Bereskarn
- 8 = Genlock Grunts & Hurlock Grunts

- 1 = Pile of Filth
- 2 = Pile of Filth
- 3 = Barrels
- 4 = Weapon Stand
- 5 = Rubble
- 6 = Rubble

Runthrough (Tower of Ishal)

Summary: Pursue the Genlock Necromancer through the tower's first level.

1. Enter the tower and prepare for an assault.

2. Fight through the heart of the tower defenses.

3. Ambush the hurlock grunts in the corridor.

4. Take out the bereskarn, genlocks, and hurlocks guarding the tunnel entrance.

5. Drop down into the Darkspawn Tunnels.

Tower of Ishal Cheatsheet

Main Plot Quest
Return to Ostagar

Important NPCs
None

Key Items
Nug Crusher

Monsters
Bereskarn
Genlock Grunts
Hurlock Grunts
Ogre

Side Quests
None

1



As soon as you step into the tower, a pair of hurlock grunts charge into your tiny entrance chamber. Fight them where you stand and prepare for the bigger battle ahead.

2



Step up to the entrance of the large central area and throw your most damaging area-of-effect spell just inside the door. The idea is to lure the majority of the genlock grunts and hurlock grunts toward you as you cast the spell. A large AoE spell, such as Inferno, will wipe out the enemy's numbers and allow you to clean up the remaining stragglers easily. The one exception is the ogre in the back of the room. It will probably survive your AoE barrage and come looking for some payback. Enter the chamber to gain some maneuvering room to avoid its sweeping attacks, and chip in damage from all party members to bring the ogre down.

3



Before you enter the next corridor, sneak a peek around the archway to your right. A group of hurlock grunts waits here in ambush. Rather than charge to the corridor door to your left and risk shots in the back from the hurlock grunts, wipe them out now with more AoE. They won't last long in the small area with nowhere to retreat.

4



The darkspawn make another big stand in this chamber. Open the door in the corridor and pull enemy groups out to fight you one by one. Your party can surround the door and deliver four blows to an enemy's one if you cause the proper choke point at the door. If you get a chance, throw another AoE spell inside the chamber to whittle down the reinforcements. When all enemies have been beaten down, cross the chamber to the far side and enter the next room.

The weapon stand in the barracks holds the Nug Crusher.

5



A huge hole bores down through this room's floor into the Darkspawn Tunnels. When you're ready to leave the Tower of Ishal, enter the hole.

Darkspawn Tunnels



- 1 = Genlocks
- 2 = Corrupted Spider
- 3 = Corrupted Spiders
- 4 = Genlocks & Hurlock Emissary
- 5 = Genlocks
- 6 = Corrupted Spiders

- 1 = Broken Chest
- 2 = Rubble
- 3 = Rubble
- 4 = Rubble
- 5 = Chest (locked)

Runthrough (Darkspawn Tunnels)

Summary: Pursue the Genlock Necromancer through the tunnels.

1. Enter the tunnels.

2. Battle genlocks and a corrupted spider.

3. Avoid the corrupted spiders' ambush.

4. Cut through the hurlock emissary and genlocks in the first part of the long corridor.

5. Cut through the genlocks in the second part of the long corridor.

6. Survive the last of the corrupted spider attacks.

7. Exit to the battlefield.

Darkspawn Tunnels Cheatsheet

Main Plot Quest
Return to Ostagar

Important NPCs
None

Key Items
None

Monsters
Corrupted Spiders

Genlocks
Hurlock Emissary

Side Quests
None

1



Walk down the corridor into the first chamber of the Darkspawn Tunnels. Two genlocks charge forward for melee. Engage them at the room entrance. You don't want to trigger an ambush from the corrupted spider hiding up in the ceiling.

2



After the genlocks lie at your feet, enter the room slowly and wait for the corrupted spider to drop down on a web from the ceiling. Surround the spider and hack it to pieces.

3



Continue to the next room. Before you seek out the treasure in the rubble, battle through another corrupted spider ambush. This time several of the beasts drop from the ceiling. Concentrate your efforts on one or two spiders at a time. If a spider overwhelms one of your party members, your healer should immediately cast Regenerate and watch in case another heal is necessary. If multiple party members get webbed, your healer should quickly cast Group Heal.

4



Two enemy groups set up defense in the long corridor. The closer group holds the hurlock emissary; jump on that group immediately to nullify the emissary's offensive potential. When you have a moment in the heat of melee combat, toss a ranged spell or arrow down the corridor to attack surviving targets.

5



Continue up the corridor and deal with the second darkspawn group. Your ranged party members can win the battle before you get close enough for melee combat.

6



One last chamber hides more corrupted spiders. As with the previous spider battles, keep your party concentrated and don't wander around the room until you've lured all the spiders out of their ceiling hiding spots and smashed them into bloody pulp.

7



Your chase has led you to the tunnel exit. The Genlock Necromancer has escaped to the battlefield on the plains beneath the Ostagar ruins. Exit the Darkspawn Tunnels to the final battle.

The Battlefield





You now stand on the same battlefield where King Cailan and Duncan died in the original Ostagar massacre. The Genlock Necromancer resurrects the Risen Ogre, the ogre that crushed Cailan with its massive hand. To win the battle, you must defeat the Genlock Necromancer and the Risen Ogre.





However, you have a choice at the battle's start: slug it out with the Risen Ogre in front of you or trek across the snow-covered plains and hunt down the Genlock Necromancer. Your best bet is to kill the Necromancer first. The longer the Necromancer lasts, the more skeletons it raises from the dead bodies strewn about the old battlefield. Send your tank to slow down the Risen Ogre, while the other three attack the Necromancer. If you assault it with a steady stream of blows, the Necromancer won't be able to mount much of a successful counterattack with its spells or Raise Dead ability.

After the battle, the Genlock Necromancer's dead body holds the final piece of Cailan's equipment, Cailan's Helm.





After the Necromancer dies and the reinforcements cease, gather the party to finish off the final foe: the Risen Ogre. Watch out for its boulder tosses at range or its devastating claws in melee. Don’t hold back on the healing now; it’s the final fight, so rip through your mana to keep everyone alive.





The Risen Ogre is a tough boss, and it will take some time to bring it down. Keep its attention focused on the tank, who is set up to absorb more damage than most, and try to sneak your secondary DPS party member, or even better, a rogue with a potent backstab, behind the ogre to increase your damage potential without risking frontal attacks. The healer should concentrate on the tank with his or her single-target healing spells, and when multiple party members are injured, kick off a Group Heal.

The Risen Ogre drops Duncan's Sword and Duncan's Dagger.



Eventually, the Risen Ogre will go down and you can recover Cailan's Helm from the Genlock Necromancer and Duncan's weaponry from the ogre.

SPOILER ALERT!

When you try to return topside, you return to Cailan's body. You have a choice to burn it in a pyre, leave it for the wolves, or leave it for the darkspawn. If you choose to burn it, Wynne and Alistair approve, while Loghain's approval rating decreases. If you choose to leave it for the wolves, Loghain approves, while Alistair and Wynne disapprove. If you choose to leave it for the darkspawn, everyone disapproves.

"Return to Ostagar" Achievement

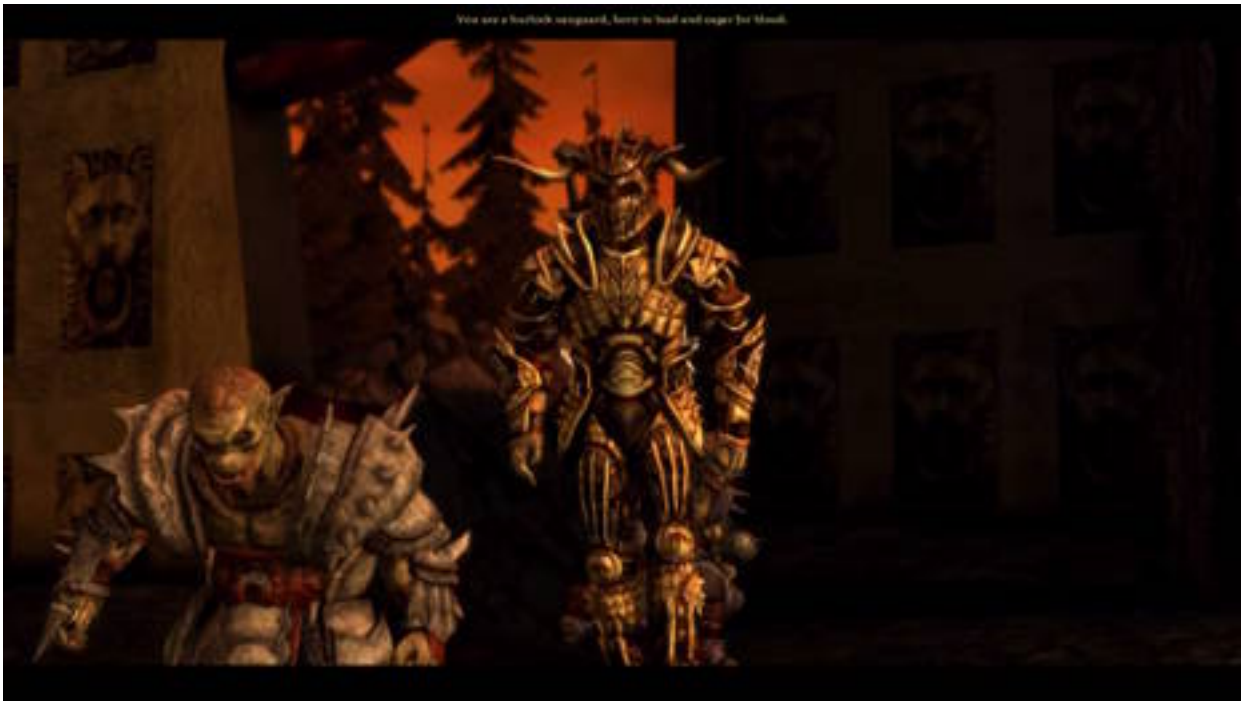
Title	Description	Xbox Gamerscore	PS3 Trophy
In War, Victory	Defeat the ogre that killed King Cailan	25	Bronze

Once you have all of Cailan's arms and armor, and have attended to the king's body, your quest to Ostagar ends in success. You can return to the world map whenever you like, and as long as any loot remains among the ruins, you can return to Ostagar. Once you take all special items and leave, Ostagar ceases to be active.

The Darkspawn Chronicles

“The Darkspawn Chronicles” allows you to play on the side of the archdemon. As a hurlock vanguard, you lay siege to Denerim with blight wolves, genlocks, hurlocks, ogres, and shrieks under your command. This is a new campaign, unlike anything you have encountered in Ferelden before.

Playing the Darkspawn



You are a disciple of the archdemon, and your mission is to destroy Denerim. If you ever wondered what it was like to hew skulls as a hurlock or trash whole divisions as an ogre, now’s your chance to bask in evil glory.

In “The Darkspawn Chronicles,” your role as a hurlock vanguard in the darkspawn army defies everything you’ve striven for as a Ferelden hero in *Dragon Age: Origins* and *Awakening*. Contrary to the Grey Wardens’ noble pursuits, you begin the story raiding Denerim and fighting through a host of familiar faces to ultimately save the archdemon.

Hurlock Vanguard and Thralls



When you set foot in Denerim's City Gates, you wear the massive boots of a hurlock vanguard. You have the power to recruit other darkspawn (your "thralls") to fill a four-member party, and the archdemon communicates directly with you in a series of mental images that indicate the objectives for each map. For more details on how to play the hurlock vanguard and the other darkspawn, see the individual darkspawn character pages following this introduction.

The Deadliest Party



Always take the strongest darkspawn available on each battlefield. Certain circumstances require you to recruit a new face, such as the genlock sapper to blow up the Alienage Gate in the Market District; however, in general, choose these four darkspawn for your party:

Ogre: Tank, with AoE and ranged capabilities

Hurlock Vanguard: Damage-dealer and off-tank

Shriek: Damage-dealer and stealth recon

Hurlock Emissary: Ranged damage and healer

Approval Ratings



Your thralls' approval ratings range from -100 to 100, with all thralls beginning at zero. The higher the approval rating, the more the thrall is willing to follow your lead. A low approval rating equals a disgruntled thrall, while a high approval rating unlocks a thrall's plot talents. For each 20 approval points, a thrall gains a new plot talent, so one new plot talent becomes unlocked at 20, 40, 60, and 80 approval ratings. You can improve approval by slaying enemies in battle or rewarding thralls with battle trophies. As you or your thralls kill opponents, each thrall's approval rating slowly increases.

Battle Trophies



You can give certain items labeled “gift” from your inventory to thralls to increase approval. Each battle trophy increases a thrall’s approval rating by 20 points. Use battle trophies to quickly unlock a thrall’s plot talents and make them respect you more. Because there are few battle trophies throughout Denerim, don’t waste a battle trophy on a thrall you don’t intend to keep long.

In Service of the Archdemon



You must shake the very foundation of Denerim and bring its people to their knees. The archdemon will accept no less. Enthrall the best battlefield candidates from the darkspawn pressing in upon Denerim, including blight wolves, genlocks (various specialties), hurlocks (various specialties), ogres, and shrieks. Flip through the following pages to see which darkspawn fit with your leadership, then review each walkthrough section to discover the secrets of how best to handle Denerim's defenders.

Hurlock Vanguard

You lead the charge for the archdemon's forces against Denerim. Your strong blade strikes fear in your enemies, and strikes equal fear in those darkspawn you coerce into your service. You're as imposing as any hurlock on the field of battle, but your wits set you apart from the other beasts. The archdemon relies on you to guide its darkspawn minions throughout the streets of Denerim and calls upon you to act on its behalf when dwarves and elves require slaughtering or when fortresses need to be razed.

Hurlock Vanguard at a Glance

~ Starting Attributes ~
Strength: 36
Dexterity: 25
Willpower: 12
Magic: 10
Cunning: 11
Constitution: 27

~ Class ~
Warrior
Tank: An offensive warrior who charges into battle and mixes it up with the enemy's toughest foes. Until the ogre shows up, the hurlock vanguard shoulders the burden of melee combat.

~ Starting Talents ~
Champion: War Cry
Warrior: Powerful, Threaten, Precise Striking, Taunt, Disengage
Weapon and Shield: Shield Bash, Shield Pummel, Shield Defense, Shield Balance, Shield Block, Shield Cover, Shield Tactics, Shield Mastery
Racial: Enthrall

~ Initial Location ~
City Gates

~ Unlock Condition ~
You begin with the hurlock vanguard and can enthrall other darkspawn into your party.

Combat Advice

With your warrior talents, it's tempting to wade headfirst into each battle and take your best hack at the most imposing enemy on the battlefield. That's fine if you anticipate a quick defeat and want to speed things along, but remember that you have expendable thralls at your service; you are not expendable. In more difficult fights, let other darkspawn bear the brunt of

the damage while you support with attacks from the flank or rear if you acquire a ranged weapon along the way.

When in the thick of melee, Threaten and Taunt will draw the enemy's focus onto you and away from your thralls. With limited healing at your disposal, this tactic proves especially useful if a thrall nears death and you want to keep its offense going. Rile up the enemies around you and they forget about your allies and concentrate solely on you. Rely on Disengage to shed that enemy hostility if you begin to take on too much damage.

You may have greater health with the Powerful talent, and Shield Block and Shield Tactics reduce the enemy's chance to flank you, but you still need to concentrate on defense in more difficult brawls. Activate Shield Bash and Shield Pummel to keep foes off balance, especially if they break free to harass your thralls. Fire off Shield Defense in most melee battles, while Shield Cover protects you well against heavy missile attacks.

Equipment

You start with a standard Darkspawn Longsword and Large Darkspawn Shield. Upgrade these as soon as you can loot better items. Your massive Vanguard armor set protects you fairly well, and you won't find anything better in your short stay in Denerim.

Skills

You start with Improved Poison-Making and all four Combat Training skills. You can create second-tier poisons and grenades once you discover the stockpile of reagents in the Denerim Market (location 8 on that map). All your warrior talents are open, based on your Combat Training superiority.

Special Talent

No other darkspawn has your special Enthrall talent. With it you can recruit any darkspawn into your service. Fill up your ranks with the better darkspawn available in each battle area, and don't worry about losing a thrall unless that darkspawn has built up approval and gained plot talents. You have a four-member limit on your party; to make room for a new thrall, execute the weakest of your old thralls by using the Enthrall talent on it again.

Commonality

You are unique; if you die out on the battlefield, the archdemon's ambitions die with you. Try not to disappoint the archdemon.

Approval Unlocks

Unlike other darkspawn, the hurlock vanguard doesn't lose or gain approval points.

The hurlock vanguard also doesn't gain experience points. You begin at level 12 and stay at level 12 for the entire adventure.

You do gain certain talents, such as Bravery, as you "level up" during the skirmishes.

Blight Wolf

Small in stature, large in aggression, the blight wolf fears no enemy. It charges into battle alongside warriors and spellcasters alike and provides great damage support. Because of its speed, it can reach foes on the outer edge of the battle and frequently maul them before they have a chance to counterattack or retreat. It can match the Mabari war hounds in Denerim claw for claw and tooth for tooth.

Blight Wolf at a Glance

~ Starting Attributes ~
Strength: 47
Dexterity: 42
Willpower: 22
Magic: 11
Cunning: 12
Constitution: 37

~ Class ~
Special
DPS: The wolf's job is to rip through enemies as quickly as its teeth can shred leather and flesh. It's excellent support for a tank, and surprisingly resilient for its size.

~ Starting Talents ~
Monster: Overwhelm, Charge, Shred, Growl, Howl

~ Initial Location ~
Palace District

~ Unlock Condition ~
Halfway through the Palace District, a blight wolf arrives to aid you in the battle against the dwarves.

Combat Advice

There's no subtlety in a blight wolf's attack; charge at the foe, pin him down, and gnaw away. Best in a supplemental damage role, the blight wolf can use any of its five monster talents to tear apart an enemy.

Charge: Begin with a Charge as the blight wolf speeds toward the target quickly and knocks down the enemy unless it passes a physical resistance check. This is especially useful to disrupt spellcasters or archers attempting to activate abilities. Unless it's late in a fight and the blight wolf is running low on stamina, follow up with Overwhelm or Shred.

Overwhelm: Generally the blight wolf's best attack, Overwhelm pins a target to the ground and allows the blight wolf to attack it repeatedly. As the wolf scores hit after hit, the enemy's health drops and it remains incapacitated. Against normal opponents, the Charge/Overwhelm combo equals a quick death.

Shred: The blight wolf lunges at an opponent and, if the attack hits, causes critical damage. If the target can bleed, it takes additional damage for a short time. The blight wolf can do greater damage with Shred, but it can also miss; though powerful, it's not as reliable as Overwhelm.

Growl: Unless an opponent passes a mental resistance check, the blight wolf's Growl causes a penalty to defense. Against very difficult foes, it's worth snapping off a Growl or two; otherwise, stick with your four other monster talents.

Howl: This loud Howl increases the wolf's attack while reducing the defense of all nearby enemies unless they pass a mental resistance check. Excellent against large enemy groups, Howl is a double whammy against opponents: hurting them and helping the wolf in one fell breath.

Equipment

The blight wolf doesn't begin with any gear, though you can equip it with the same equipment that a Mabari war hound can wear.

Skills

With five special monster talents, you shouldn't be surprised that the blight wolf doesn't have any regular skills.

Special Talents

The blight wolf has many, but the ones you'll want to concentrate on are Charge and either Overwhelm or Shred upon initial contact. Howl comes in handy against large enemy groups when you want to soften them up for the ogre or hurlock vanguard.

Commonality

The blight wolf shows up later in the Palace District, so it's not as accessible as the genlocks and hurlocks running around. If you want a wolf in your party, hold onto it because you might have only one chance to recruit the savage beast.

Approval Unlocks

Each darkspawn thrall has four plot talents that unlock as you increase approval. The blight wolf's plot talents unlock as follows:

20 Approval: Major Dexterity (+3 dexterity)
40 Approval: Massive Dexterity (+4 dexterity)
60 Approval: Massive Strength (+4 strength)
80 Approval: Massive Constitution (+4 constitution)

Genlock

Genlocks have stocky dwarven bodies and a robust appearance. Their skin is pale white or yellow, and their heads are large and bald, with sunken eyes and cheeks. Genlocks have both the strength and hardiness of their dwarven origins, but are the most expendable of your troops.

Genlock at a Glance

~ Starting Attributes ~
Strength: 30
Dexterity: 30
Willpower: 10
Magic: 10
Cunning: 10
Constitution: 23

~ Class ~
Warrior
Tank: The genlock's battlefield tactic is to shield its fellow darkspawn from damage. It uses its Weapon and Shield talents to defend, or, worst case, its own body to suck up damage.

~ Starting Talents ~
Champion: War Cry
Warrior: Powerful, Threaten, Bravery
Weapon and Shield: Shield Bash, Shield Pummel, Overpower, Shield Defense, Shield Balance, Shield Wall, Shield Expertise, Shield Block, Shield Cover, Shield Tactics, Shield Mastery

~ Initial Location ~
City Gates

~ Unlock Condition ~
A genlock begins next to the hurlock vanguard at the start of the campaign and becomes your first thrall.

Combat Advice

Early on the City Gates battlefield, the genlock will be your only thrall; it should tank for you with its Weapon and Shield talents to reduce the damage against the hurlock vanguard. Once you meet up with hurlocks and the ogre, the genlock takes a back seat to the more powerful darkspawn.

Don't be afraid to send the genlock into the heat of battle. Use Shield Bash or Shield Pummel to stun the toughest enemy, and activate Overpower when you want to do extra damage to a dangerous foe. If the genlock should perish in the archdemon's service, there's always another genlock around the corner to Enthrall.

Equipment

The genlock begins with a Darkspawn Mace and Small Darkspawn Shield, and virtually any weapon or shield you find will be an upgrade. The Darkspawn Plate Armor and Darkspawn Plate Boots do the job, but they can be upgraded. Add gauntlets and miscellaneous items whenever they become available.

Skills

Having all four Combat Training slots ensures that all the genlock combat-oriented talents open up. A slot of Poison-Making lets you create poisons for your weapons once you discover the reagents in Denerim Market's back alley. A slot of Combat Tactics enhances the options if you decide to program the genlock's A.I. actions.

Special Talents

The genlock has the standard warrior talents, but nothing special that sets them apart from better choices like the ogre, shriek, and hurlock emissary.

Commonality

Genlocks appear throughout Denerim. Though you usually have better options, you can always recruit a genlock temporarily and throw it into the fray to distract enemies.

Approval Unlocks

Each darkspawn thrall has four plot talents that unlock as you increase approval. The genlock's plot talents unlock as follows:

20 Approval: Minor Strength (+1 strength)
40 Approval: Moderate Strength (+2 strength)
60 Approval: Major Strength (+3 strength)
80 Approval: Massive Constitution (+4 constitution)

Genlock Archer

Genlock archers tend to stay back and shoot arrows, rather than enter melee. As with their genlock brethren, genlock archers are the smallest of your troops, but they serve well as fodder against the enemy.

Genlock Archer at a Glance

~ Starting Attributes ~
Strength: 25
Dexterity: 30
Willpower: 14
Magic: 14
Cunning: 15
Constitution: 24

~ Class ~
Warrior
Melee DPS: The genlock archer picks away at the enemy with ranged arrow fire. Don't expect it to do much in melee combat.

~ Starting Talents ~
Warrior: Powerful, Threaten, Bravery
Archery: Melee Archer, Aim, Defensive Fire, Master Archer, Pinning Shot, Crippling Shot, Critical Shot, Rapid Shot, Shattering Shot, Suppressing Fire, Scattershot

~ Initial Location ~
Market District

~ Unlock Condition ~
A genlock archer arrives in the Market District before the ballista guards encounter.

Combat Advice

If you elect to keep a genlock archer in your party, it should stay in the rear and use its Archery talents to slow up and damage the enemy. Pinning Shot is useful at the start of combat to buy your melee allies more time, and break out Scattershot to stun enemy mages and powerful foes.

If a more valuable darkspawn ally nears death, send the genlock archer to intercept the attackers. Even if you distract them enough to keep other darkspawn alive, you've done your job well. If the genlock archer should drop in battle, there's always another archer to recruit.

Equipment

Your main weapon will be the Darkspawn Shortbow. Darkspawn Plate Armor and Darkspawn Plate Boots give you a little protection to keep you in the fight longer. Upgrade anything you can when new items become available.

Skills

Having all four Combat Training slots ensures that all the genlock archer combat-oriented talents open up. Two slots of Combat Tactics enhance the options if you decide to program the genlock's A.I. actions.

Special Talents

The genlock archer has the standard Archery talents, but nothing special that sets them apart from better choices like the ogre, shriek, and hurlock emissary.

Commonality

Find the genlock archer in most areas of Denerim. Though you usually have better options, you can always recruit a genlock archer temporarily and rely on its ranged talents until it serves a better purpose as a shield.

Approval Unlocks

Each darkspawn thrall has four plot talents that unlock as you increase approval. The genlock archer's plot talents unlock as follows:

20 Approval: Minor Dexterity (+1 dexterity)
40 Approval: Moderate Dexterity (+2 dexterity)
60 Approval: Major Dexterity (+3 dexterity)
80 Approval: Massive Constitution (+4 constitution)

Genlock Sapper

The genlock sapper is on a suicide mission. When you find the sapper late in the Market District, the archdemon orders you to sacrifice it against the Elven Alienage Gate. March the goblin over to the gate and let it explode to pave the way for your next series of attacks.

Genlock Sapper at a Glance

~ Starting Attributes ~
Strength: 25
Dexterity: 30
Willpower: 14
Magic: 14
Cunning: 19
Constitution: 20

~ Class ~
Rogue
Bomber: The genlock sapper isn't about combat; it's about using its rogue abilities to get into position and blow up the Elven Alienage gate.

~ Starting Talents ~
Rogue: Deft Hands, Improved Tools
Archery: Melee Archer, Aim, Defensive Fire, Master Archer, Pinning Shot, Crippling Shot, Critical Shot, Rapid Shot, Shattering Shot, Suppressing Fire, Scattershot

~ Initial Location ~
Market District

~ Unlock Condition ~
The genlock sapper arrives in the Market District after you defeat Bann Teagan.

Combat Advice

You can't let this genlock die (at least, not too soon). The archdemon needs the genlock sapper to destroy the Elven Alienage gate. Once the way is cleared to the gate, guide the genlock sapper there to perform one last glorious act for the archdemon.

Skills

Its skills will be short-lived, along with the rest of the genlock sapper's talents. It does have two ranks of Poison-Making, four of Combat Training, and one rank of Combat Tactics.

Special Talents

The genlock sapper has one very important talent: it's a bomb. The sapper's sole purpose is to destroy the Elven Alienage gate.

Commonality

The genlock sapper is only found in the Market District, and it shows up after you've defeated all major foes in the area.

Approval Unlocks

Each darkspawn thrall has four plot talents that unlock as you increase approval. The genlock sapper's plot talents unlock as follows:

20 Approval: Minor Strength (+1 strength)
40 Approval: Moderate Strength (+2 strength)
60 Approval: Major Strength (+3 strength)
80 Approval: Massive Constitution (+4 constitution)

Hurlock

Hurlocks originate from human broodmothers. Muscular and tough, they are the most common foot soldiers of the darkspawn during a Blight. They are tanks, easily equaling a qunari's raw physical power. They are the shock troops of the darkspawn and often form the strongest part of their armies, wielding primitive swords and axes and wearing patchwork armor. Hurlock skin ranges from pale white to dark brown; there is generally a lot of variance, and most do not possess hair. Hurlocks consider themselves superior to other darkspawn races, and adorn themselves in crudely carved tattoos to keep track of kills and deeds.

Hurlock at a Glance

~ Starting Attributes ~
Strength: 30
Dexterity: 30
Willpower: 10
Magic: 10
Cunning: 10
Constitution: 23

~ Class ~
Warrior

Tank: The hurlock soaks up damage that otherwise might go against the other more valuable darkspawn. If a normal hurlock falls, it's no big deal; simply Enthrall another to shield you.

~ Starting Talents ~
Warrior: Powerful, Threaten, Bravery
Weapon and Shield: Shield Bash, Shield Pummel, Overpower, Shield Defense, Shield Balance, Shield Wall, Shield Expertise, Shield Block, Shield Cover, Shield Tactics, Shield Mastery

~ Initial Location ~
City Gates

~ Unlock Condition ~
A hurlock arrives at the City Gates after your battle to save the ogre.

Combat Advice

If you elect to keep a hurlock in your party, it should tank for you with its Weapon and Shield talents to reduce the damage against the hurlock vanguard, ogre, and shriek (in the Market District). Once you meet more powerful darkspawn, the hurlock usually won't make the cut and you'll drop it from your party.

Don't be afraid to send the hurlock into the heat of battle. Use Shield Bash or Shield Pummel to stun the toughest enemy, and activate Overpower for extra damage to a dangerous foe. If the hurlock should perish in service of the archdemon, there's always another hurlock around the corner to Enthrall.

Equipment

It starts with a Darkspawn Waraxe and Large Darkspawn Shield, so virtually any weapon or shield will be an upgrade. The Darkspawn Plate Armor and Darkspawn Plate Boots do the job, but they can be upgraded. Add gauntlets and miscellaneous items whenever they become available.

Skills

Having all four Combat Training slots ensures that all the hurlock combat-oriented talents open up. A slot of Poison-Making lets you create poisons for your weapons once you discover the reagents in Denerim Market's back alley. A slot of Combat Tactics enhances the options if you decide to program the hurlock's A.I. actions.

Special Talents

The hurlock has the standard warrior talents, but nothing special that sets them apart from better choices like the ogre, shriek, and hurlock emissary.

Commonality

The hurlock occupies most areas of Denerim. Though you usually have better options, you can always recruit a hurlock temporarily and throw it into the fray to distract enemies.

Approval Unlocks

Each darkspawn thrall has four plot talents that unlock as you increase approval. The hurlock's plot talents unlock as follows:

20 Approval: Minor Strength (+1 strength)
40 Approval: Moderate Strength (+2 strength)
60 Approval: Major Strength (+3 strength)
80 Approval: Massive Constitution (+4 constitution)

Hurlock Archer

Hurlock archers tend to stay back and shoot arrows, rather than enter melee. As with their hurlock brethren, hurlock archers are the shock troops of the darkspawn and often form the strongest part of their armies, wielding primitive bows and axes and wearing patchwork armor.

Hurlock Archer at a Glance

~ Starting Attributes ~
Strength: 25
Dexterity: 30
Willpower: 14
Magic: 14
Cunning: 15
Constitution: 24

~ Class ~
Warrior
Melee DPS: The hurlock archer picks away at the enemy with ranged arrow fire. Don't expect it to do much in melee combat.

~ Starting Talents ~
Warrior: Powerful, Threaten, Bravery
Archery: Melee Archer, Aim, Defensive Fire, Master Archer, Pinning Shot, Crippling Shot, Critical Shot, Rapid Shot, Shattering Shot, Suppressing Fire, Scattershot

~ Initial Location ~
City Gates

~ Unlock Condition ~
A hurlock archer arrives at the City Gates after your battle to save the ogre.

Combat Advice

If you elect to keep a hurlock archer in your party, it should stay in the rear and use its Archery talents to slow up and damage the enemy. Pinning Shot is useful at the start of combat to buy your melee allies more time. Break out Scattershot to stun enemy mages and powerful foes.

If a more valuable darkspawn ally nears death, send the hurlock archer to intercept the attackers. If you distract them enough to keep other darkspawn alive, you've done your job well. If the hurlock archer drops in battle, there's always another archer to recruit.

Equipment

Your main weapon will be the Darkspawn Longbow. Darkspawn Plate Armor and Darkspawn Plate Boots help keep you in the fight longer. Upgrade anything you can when new items become available.

Skills

Having all four Combat Training slots ensures that all the hurlock archer combat-oriented talents open up. Two slots of Combat Tactics enhance the options if you decide to program the hurlock's A.I. actions.

Special Talents

The hurlock archer has the standard Archery talents, but nothing special that sets them apart from better choices like the ogre, shriek, and hurlock emissary.

Commonality

Find the hurlock archer throughout Denerim. Though you usually have better options, you can always recruit a hurlock archer temporarily and rely on its ranged talents until it serves a better purpose as a shield.

Approval Unlocks

Each darkspawn thrall has four plot talents that unlock as you increase approval. The hurlock archer's plot talents unlock as follows:

20 Approval: Minor Dexterity (+1 dexterity)
40 Approval: Moderate Dexterity (+2 dexterity)
60 Approval: Major Dexterity (+3 dexterity)
80 Approval: Massive Constitution (+4 constitution)

Hurlock Emissary

Once the hurlock emissary arrives, you're a complete party. The emissary's mage spells, especially its healing abilities, transform the darkspawn party into a deadly, nearly unkillable force. With both offensive and defensive spells, the hurlock emissary is a must in any darkspawn party, even if it means cutting the throat of one of your more experienced darkspawn.

Hurlock Emissary at a Glance

~ Starting Attributes ~
Strength: 19
Dexterity: 14
Willpower: 28
Magic: 35
Cunning: 17
Constitution: 20

~ Class ~
Mage
Healer: Though the hurlock emissary has plenty of spells to freeze or burn the enemy, its main duty is to heal your darkspawn allies.

~ Starting Talents ~
Mage: Arcane Bolt
Primal: Flame Blast, Flaming Weapons, Fireball, Rock Armor, Stonefist, Winter's Grasp, Frost Weapons, Cone of Cold
Creation: Heal
Spirit: Walking Bomb, Death Syphon, Mind Blast
Entropy: Drain Life

~ Initial Location ~
Elven Alienage

~ Unlock Condition ~
The hurlock emissary arrives as you enter the Elven Alienage.

Combat Advice

With Arcane Bolt, Fireball, Winter's Grasp, Cone of Cold, Walking Bomb, and Drain Life, the hurlock emissary doesn't lack damage-dealing spells. It can sling offensive spells, particularly hammering enemy groups that remain close together.

However, save its mana for the one Heal spell. It might not seem like much, but healing is limited in Denerim, and continually healing the ogre and shriek will give you the edge in most battles. If the group needs more offense, jump in with the hurlock emissary's better spells (Fireball and Drain Life at range, Winter's Grasp and Mind Blast in melee), but never sacrifice a Heal for another spell.

Equipment

The hurlock emissary is fine with its Darkspawn Staff, Darkspawn Plate Armor, and Darkspawn Plate Boots. If you find upgrades, go for it, but you don't really need them because the emissary avoids melee combat.

Skills

The hurlock emissary enjoys two slots of Herbalism, Combat Training, and Combat Tactics. You might want to tap into its Herbalism to make some potions if you gained crafting ingredients from the back alley in the Denerim Market.

Special Talents

The hurlock doesn't need any special talents when it boasts so many awesome spells.

Commonality

The hurlock can only be found at the start of the Elven Alienage. Keep it around for the rest of the battle.

Approval Unlocks

Each darkspawn thrall has four plot talents that unlock as you increase approval. The hurlock emissary's plot talents unlock as follows:
20 Approval: Major Magic (+3 magic) 40 Approval: Massive Magic (+4 magic)
60 Approval: Massive Willpower (+4 willpower) 80 Approval: Massive Constitution (+4 constitution)

Ogre

Ogres originate from qunari broodmothers; they are rare, but growing in number. They are massive: taller and broader than even hurlock alphas, with dark, rough-colored skin covered in patches of thick fur. They possess huge, curved horns and are said to charge their enemies like bulls, slamming into them with devastating effect: they can even barrel through thick stone walls, or hurl boulders to smash through barricades.

Ogre at a Glance

~ Starting Attributes ~
Strength: 47
Dexterity: 37
Willpower: 23
Magic: 11
Cunning: 12
Constitution: 37

~ Class ~
Monster
Tank: The ogre can withstand a ton of damage, and its long reach can strike foes almost anywhere in melee. As a result, the ogre will be your main tank.

~ Starting Talents ~
Monster: Grab, Stomp, Ram, Hurl, Smash

~ Initial Location ~
City Gates

~ Unlock Condition ~
Save the ogre near the start of the City Gates. Later at the Palace District, you will lose the ogre and have to rescue it again.

Combat Advice

The ogre either Hurls a boulder to destroy a target at range or charges into the thick of combat. Once in melee, its monster talents generally crush the enemy in seconds.

Hurl: When the archdemon calls for barricades to be broken, the ogre can use its Hurl talent to accomplish the goal at long range. Hurl is also great to soften up an enemy group before charging into melee.

Ram: If the ogre doesn't toss a boulder, it may want to Ram the most dangerous foe on the battlefield. When the ogre connects with its horns, the blow knocks the enemy off its feet and

deals critical damage unless the enemy passes a physical resistance check. Ram any enemy mages to prevent spellcasting.

Grab: The ogre picks up its opponent and strikes it repeatedly for normal damage each hit. Even better, the ogre takes the enemy out of combat and disables it as long as it remains in the ogre's grasp. Against hard-hitting enemies, the Grab can prove to be great defense.

Smash: The ogre slams its target with both fists and knocks the enemy down, plus deals critical damage, unless the target passes a physical resistance check. This is the ogre's standard melee combat move and has a shorter 20-second cooldown for repeat use.

Stomp: The ogre sends out an AoE shockwave that knocks everyone in the area off their feet and deals physical damage unless they pass a physical resistance check. Because you can take down your allies, use Stomp carefully. Unleash it when the ogre is surrounded by enemies and away from the other party members.

Equipment

Studded Leather Gauntlets, Studded Leather Armor, and Studded Leather Boots adorn the ogre. With a thick hide and muscles the size of most dwarves, does the ogre really need any gear whatsoever?

Skills

It doesn't have any normal skills; the ogre is too busy using its monster talents to bother with other hobbies.

Special Talents

See the Combat Advice section for the special abilities from all five of its monster talents.

Commonality

You can't miss the ogre in the opening City Gates section. When you enter the Palace District, you lose the ogre temporarily before freeing it later in the level.

Approval Unlocks

Each darkspawn thrall has four plot talents that unlock as you increase approval. The ogre's plot talents unlock as follows:

20 Approval: Major Strength (+3 strength)
40 Approval: Massive Strength (+4 strength)

60 Approval: Massive Dexterity (+4 dexterity)
80 Approval: Massive Constitution (+4 constitution)

Shriek

Thought of as horrors of the night more than as darkspawn, shrieks are tall, lean creatures renowned for their speed, incredible agility, and stealth. Indeed, shrieks have been known to run (with their strange, loping gait: their arms are as long as their legs) as fast as a horse and disappear just as quickly into the shadows. Shrieks' talons and teeth are incredibly sharp, and they fight with long sharpened blades attached to their forearms. Their favorite tactic is to leap on their prey and tear it to ribbons within seconds.

Shriek at a Glance

~ Starting Attributes ~
Strength: 45
Dexterity: 51
Willpower: 25
Magic: 12
Cunning: 13
Constitution: 37

~ Class ~
Monster
Melee DPS: The shriek can tear an enemy to pieces in seconds, and its natural stealth abilities allow it to sneak up on enemies.

~ Starting Talents ~
Monster: Leap, Frenzy, Overwhelm, Terrorize

~ Initial Location ~
Market District

~ Unlock Condition ~
The shriek joins you as you enter the Market District.

Combat Advice

The fastest of your darkspawn allies, the shriek can charge toward ranged enemies quickly and disable them in seconds. If you choose to go into stealth mode, the shriek sneaks up on targets and eliminates them before the party has to even think about them. In melee, the shriek's offense supports the ogre's tanking well.

Leap: When the shriek needs that extra boost to reach a target, Leap knocks the enemy down and deals normal damage if the enemy fails a physical resistance check. Use this ability to vault across melee skirmishes and surprise an enemy that thinks it's protected.

Frenzy: One of two main offensive talents, Frenzy strikes an enemy four times in rapid succession and deals normal damage each time. This quickly tears apart normal foes.

Overwhelm: The shriek's second main offensive talent pins an opponent to the ground and attacks it repeatedly. Save this for tougher foes, because it incapacitates them while they're being overwhelmed, which effectively removes them from combat while you get your free shots.

Terrorize: A horrible screech deals AoE spirit damage to nearby enemies and stuns them unless they pass a mental resistance check. Normally, this is an excellent defense talent when you want to gain the upper claw on an enemy group. However, don't use it against werewolves because it enrages them and werewolves gain a damage bonus for a short time.

Equipment

You're not really concerned about the shriek's equipment, because its normal abilities are so strong. Even so, it comes with Shriek Bracers, Scale Armor, and Scale Boots for some defense.

Skills

It doesn't have any normal skills; the shriek doesn't have time for skills when its talents continually put a hurting on the enemy.

Special Talents

See the Combat Advice section for the special abilities from all four of its monster talents.

Commonality

You can't miss the shriek at the entrance to the Market District. A second shriek is also held in the Palace District.

Approval Unlocks

Each darkspawn thrall has four plot talents that unlock as you increase approval. The shriek's plot talents unlock as follows:

20 Approval: Minor Dexterity (+1 dexterity)
40 Approval: Moderate Dexterity (+2 dexterity)

60 Approval: Major Dexterity (+3 dexterity)
80 Approval: Massive Constitution (+4 constitution)

For the best experience in "The Darkspawn Chronicles," experiment with all the darkspawn. If you have a full party, execute one of your party members by Enthralling it again to make room for a new recruit.

City Gates



- 1 = Crossbowman
- 2 = City Guards & Crossbowmen
- 3 = City Guards & Crossbowmen
- 4 = Men-at-Arms
- 5 = Arl Howe & Bodyguards
- 6 = Guard Dog
- 7 = Crossbowmen & Men-at-Arms

- 8 = Crossbowmen
- 9 = Crossbowmen, City Guards, & Ser Cauthrien

- 1 = Darkspawn Corpse
- 2 = Crossbowman
- 3 = Crossbowman
- 4 = Chest
- 5 = Broken Crate
- 6 = Crate of Medical Supplies

- 1 = Barricade
- 2 = Barricade

Runthrough (City Gates)

Summary: Enthrall your first darkspawn recruits, including the fearsome ogre, and wreak havoc on Arl Howe's defenders.

1. Enter City Gates.

2. Search the darkspawn corpse and get your bearings.

3. Attack the nearby crossbowman.

4. Wipe out the city guards and supporting crossbowmen.

5. Save the ogre and make it your thrall.

6. Slay Arl Howe and his men.

7. Destroy the first barricade.

8. Destroy the second barricade.

9. Defeat Ser Cauthrien to advance on the Market District.

City Gates Cheatsheet

Main Plot Quest
Storm the Gates

Available Darkspawn
Genlock
Genlock Archer
Hurlock
Hurlock Archer
Ogre

Key Items
Large Bone (trophy)
Saw Sword
Steel Bracers (trophy)
Steel Spiked Collar

Enemies
Arl Howe
Bodyguards
City Guards
Crossbowmen
Guard Dogs
Men-at-Arms
Ser Cauthrien

Side Quests
None

1



You begin on the western side of City Gates, inside a gatehouse shielded from the rest of the battlefield. A lone genlock stands near you. Try out your Enthrall talent on the genlock and make it your thrall. Until you meet up with the ogre (map location 5), the genlock will fight by your side and should bear most of the damage.

2



Exit to the battlefield and look left. A darkspawn corpse holds an acid flask. Loot the flask for an extra ranged attack for your hurlock vanguard. The acid flask isn't a major loot haul, but you'll take what you can get in Denerim. All your darkspawn begin with standard equipment, so battlefield items become essential to upgrading your equipment. Loot everything in sight.

Pick up all loot from treasure spots and, especially, high-profile kills. One or two upgrades to each of your darkspawn's gear makes a big difference in future fights.

3



Turn right and charge toward the central archways. A lone crossbowman guards the body of his downed companion behind him (a lootable corpse). Send in your genlock thrall and see what it can do. Pitch in with some support damage and pick up your first kill. A few more like that and you'll begin gaining approval for your new genlock thrall. You gain a lesser health poultice from the crossbowman corpse. Because you lack healing early on (and gain only limited healing with the hurlock emissary), health poultices are precious; save them for near-death encounters in tougher battles.

4



City guards and crossbowmen guard the stairs to the southwest. They might harass you as you encounter the first crossbowman, or they might make their presence known later in the battle. Either way, you and your genlock thrall can handle them. Send the genlock after one city guard while you tackle the other on the stairs. Smash through them with a talent like Shield Pummel and slice them up quickly so you don't get hit with too many arrows from the crossbowmen above. They won't last long against two darkspawn once the more durable city guards are defeated.

The more you fight, the higher your thralls' approval ratings climb, and the faster you'll unlock valuable plot talents.

5



A large group of city guards and crossbowmen surrounds a wounded ogre on the battlefield. The archdemon instructs you to save the ogre, which should make you happy because the ogre is the strongest darkspawn combatant on your team. Charge into the closest enemy group and start hacking. It's a race to destroy the Denerim defenders before they kill the wounded ogre. Scan the health bars above the enemies' heads and concentrate on the heavily injured enemies first. If you can slay the injured enemies first, you cut down on the enemy damage potential against the ogre and can turn the tide. When the last enemy lies dead at your feet, Enthrall the ogre and add its awesome power to your party.

Darkspawn reinforcements periodically arrive on the battlefield. Aid these stragglers against attacking enemies to keep them alive. The more you save, the more ally with you and your force continues to grow.

6



Back toward the center of City Gates, Arl Howe arrives with his bodyguards. He's noticed your exploits and wants to put you down before you can cause more damage. The bodyguards press forward and engage you first. Don't get too confused in the mass of humanity; you don't want to lose track of Arl Howe and let him pound you freely. Send the ogre after Arl Howe, while the hurlock vanguard and any other warrior-oriented thralls Taunt the bodyguards. If the ogre challenges Arl Howe one-on-one, it will win when you throw in a special ogre talent or two. If the hurlock vanguard starts taking on too many foes, Disengage and circle around to add damage where appropriate.



A guard dog joins the fray from the nearby hut. It's stronger than any of the bodyguards, but once the dog is down, you gain a Steel Spiked Collar (excellent equipment for a blight wolf) and a Large Bone battle trophy, which increases a thrall's approval rating by 20 points.



With the last of the bodyguards pooling blood and Arl Howe defeated, you win the battle. Raid Arl Howe's corpse for a Saw Sword, Steel Bracers (battle trophy), Fire Arrows, and a greater health poultice. The Saw Sword is an upgrade over the hurlock vanguard's Darkspawn Longsword.

Darkspawn Hit List

Noble heroes and popular NPCs from *Dragon Age: Origins* have made their final stand here in Denerim. As the archdemon's vanguard force, you confront these reputable foes as you hack and slash through streets and towers. Each one unlocks a new darkspawn codex entry; see if you can kill them all to add to your notoriety. They are listed below in the order you'll most likely encounter them:

Arl Howe
Ser Cauthrien
Ser Perth
Mother Perpetua
Sister Theohild
Gorim
Bann Teagan
Ser Landry
Oghren
Habren
Vaughan
Herren
Master Wade
Cullen
Knight-Commander Greagoir
Wynne
Zevran
Kardol
Sten
Leliana
Morrigan
Barkspawn (Dog)
Alistair

7



The archdemon commands your group to destroy two barricades inside the City Gates area. Circle around the buildings to the northeast and send the ogre out in front. When you spot the first barricade, use the ogre's Hurl talent to pick up a huge boulder and lob it at the barricade. The defensive barrier smashes apart and leaves a gaping hole for your party to charge forth and trap the men-at-arms and crossbowmen in a stifling melee assault. They won't last long against your numbers in the confined space.

8



Continue to the second barricade. Heave a rock to bust up the wooden blockade and rip through the crossbowmen trying to hold the line. The ogre alone can take these guys out, so a complete party barrage ends the fight almost before it begins.

9



As you near the exit gate to the Market District, Ser Cauthrien and an assortment of city guards and crossbowmen surprise you from the side alley. The city guards run out first. Stand your ground and let them come to you; the extra few seconds may allow you to finish off one or two before Ser Cauthrien reinforces. As with the Arl Howe battle, match the ogre on Ser Cauthrien and the hurlock vanguard and others on the city guards and crossbowmen. Once you still the breathing of all the regular troops, join the ogre in a four-way assault on Ser Cauthrien until the warrior is no more. When you've combed the area for all loot and healed your wounds, the archdemon urges you toward the Market District and more mayhem.

Market District



- 1 = Ballista Guards
- 2 = Ser Perth & Soldiers
- 3 = Mother Perpetua & Sister Theohild
- 4 = Crossbowmen
- 5 = Gorim
- 6 = City Guards & Crossbowmen

- 7 = City Guards
- 8 = City Guards & Mabari War Hounds
- 9 = Circle Mage, Crossbowmen, & Dwarven Soldier
- 10 = Bann Teagan, Crossbowmen, & Ser Landry
- 11 = City Guards
- 12 = Drunks & Oghren
- 13 = Knight & Soldiers
- 14 = Habren & Vaughan
- 15 = Herren, Knight, Master Wade, & Soldiers
- 16 = Cullen, Knight-Commander Greagoir, Templars, & Wynne

- 1 = Wooden Crate
- 2 = Mages' Mineral Collection
- 3 = Alchemy Supplies

- 1 = Ballistae
- 2 = Elven Alienage Gate
- 3 = Weapons Cache

Runthrough (Market District)

Summary: Enthrall a shriek for your party and destroy the Market District defenders, including Bann Teagan, Oghren, and Wynne.

1. Enter the Market District.

2. Use the shriek's stealth to ambush the ballista crew.

3. Confront Ser Perth and his soldiers.

4. Advance on market square.

5. Hunt down Gorim.

6. Scout out the eastern half of market square.

7. Fend off the city guards and their hounds.

8. Defeat the Circle Mage in the back alley.

9. Challenge Bann Teagan and Ser Landry.

10. Survive Oghren and a crowd of drunks.

11. Command the genlock sapper to destroy the Alienage Gate.

12. Fight through the knight and his soldiers.

13. Destroy the weapons cache.

14. Slay Cullen, Knight-Commander Greagoir, and Wynne.

Market District Cheatsheet

Main Plot Quest
Massacre in the Market

Available Darkspawn
Genlock Archer
Genlock Sapper

Hurlock
Shriek

Key Items
Forge Master's Hammer
Injury Kit
Redcliffe Shield

Spirit Band
Wine (battle trophy)

Enemies
Ballista Guards
Bann Teagan
Circle Mage
City Guards
Crossbowmen
Cullen
Drunks
Dwarven Soldier
Gorim
Habren
Herren
Knight-Commander Greagoir
Knights
Mabari War Hounds
Master Wade
Mother Perpetua
Oghren
Ser Landry
Ser Perth
Sister Theohild
Soldiers
Templars
Vaughan
Wynne

Side Quests
Slaughter the Innocents

1



Enter the Market District and hold your party in the side alley out of sight from the main part of the district. Around the corner is a line of ballistas that can blow your party apart if you aren't careful. Enthrall the nearby shriek and add its potent stealth and offensive talents to your group.

2



Slip into stealth mode as the shriek and command everyone else to hold position in the alley. Sneak around the corner and behind the three ballista guards. Order the shriek to attack the nearest guard, and send the rest of your party at the farthest guard. The shriek's ambush causes disorder among the guards, enabling your party to slip out and charge into the battle. Use the shriek's Frenzy talent on the first ballista guard to drop him lightning-quick, then Leap on the second guard. By the time the full party arrives, the shriek will be on the second or third guard and can throw in Overwhelm to ensure a resounding victory.

3



Ser Perth and his soldiers defend the entrance to the market square, just past the ballista guards. They want to engage in melee and will charge forth to reach sword's length as quickly as possible. Meet them on the far side of the ballistas if you want to test your melee mettle, or wait for them near the alley entrance and pelt them with ranged attacks to soften them up before battle. With the shriek's new offensive abilities added to your party, your lethal foursome should cut down Ser Perth and his soldiers before he can warn anyone else. You find an injury kit on Ser Perth's corpse. It's probably the only one you'll see, so hold onto it until a party member suffers a hobbling wound.

4



Enter the main market square and dispatch the crossbowmen to your left. Other Denerim defenders randomly spawn in the area from buildings, so stay on guard against sudden ambushes, especially if they add to an already difficult fight.

Slaughter the Innocents



If you slay 10 innocents in the Market District, you finish the “Slaughter the Innocents” side quest. Innocents spawn from buildings, much like the Denerim defenders do, and the innocents run away as you approach. Don’t worry about them during key battles; you can always slay them afterward as they cower in a corner, and you don’t want to get ambushed by a real enemy while chasing one of the non-threatening innocents.

5



On the southwestern end of market square, Gorim defends his old booth area. Chase him down and any other innocents if you want to pile up the body count to 10 for the “Slaughter the Innocents” side quest (see sidebar).

6



Scout the eastern half of the market square, killing any city guards and crossbowmen you run across.

7



The entrance to the Gnawed Noble Tavern is a hotspot for enemy activity. Expect defenders in this area any time you pass through. The first time in the area, city guards and Mabari war hounds pour out. Form a tight semicircle near the door and defeat the enemies as they emerge in small groups. Don’t get too close to the back alley (leading to where the Wonders of Thedas once entertained visitors) or you might draw a second set of enemies to complicate matters.

8



If you want to pick up the crafting reagents in the Mages' Mineral Collection and Alchemy Supplies chests, head down the back alley and confront the Circle Mage and his defenders. A dwarven soldier mans a ballista that can cripple you if you aren't careful. It's possible to send the shriek in to take out the ballista first, but once it exits stealth mode, the shriek will be surrounded by a handful of foes with the party a few seconds away. It's better to race up the alley, staying near the sides to avoid the ballista missile that fires down the middle of the street. Send the swift shriek to disrupt the Circle Mage's spellcasting while the rest pound enemies in a concerted effort. If a darkspawn starts losing significant health, all party members should switch targets to eliminate the threat and protect their wounded comrade.



After the battle, stock up on your crafting ingredients by looting the Mages' Mineral Collection and Alchemy Supplies chests. Based on your darkspawns' skills, you can now try your hand at crafting poisons and beneficial potions.

9



The archdemon demands Bann Teagan's death. Seek out the bann and his men in the estate courtyard in the Market District's southwest corner. This is a tough fight, so don't charge headlong into battle. Sneak up on the left side and hug the wall until your party is close, but not in line of sight of the bann. Order the ogre to step out and Hurl a boulder into the enemies' midst. The boulder causes some light damage, but, more importantly, scatters the defenses. Send the ogre and the shriek at Bann Teagan. Intercept Ser Landry with the hurlock vanguard. The fourth darkspawn should support wherever necessary. If the crossbowmen's arrows start adding up, retreat a bit around the corner to cut off line of sight and finish off the two big guns before their reinforcements can aid them.

After the fight, loot Bann Teagan's corpse for the Redcliffe Shield and arm the hurlock vanguard with it.

10



As directed by the archdemon, recruit the genlock sapper into your party. It will only be included for a short time, but it's necessary to destroy the Elven Alienage Gate.

SPOILER ALERT!

Head toward the gate in the southeast and prepare for another ambush from the Gnawed Noble Tavern. Hilariously enough, Oghren and a large group of drunks pour out of the tavern door to end your rampage. Don't take them for granted just because they're inebriated; Oghren is a fierce warrior with potent Two-Handed attacks. Try to position damage-dealers behind Oghren to avoid most of his damaging attacks while inflicting serious damage yourself. After a heated combat, Oghren and his drunken buddies will succumb to your relentless claws, blades, and arrows.

Pick up the Forge Master's Hammer and Wine battle trophy from Oghren's corpse.

11



Sacrifice the genlock sapper to blow up the Elven Alienage Gate. You'll access the gate later to enter the Alienage, but for now the archdemon needs you to destroy a weapons cache on the Market District's north side.

12



Proceed north and engage the knight and soldiers as they try to slow you down at the northeast corner of the market square. Compared to recent battles, this one isn't too rough. Be careful that additional Denerim defenders don't spawn nearby and make it more difficult.

13



With Herren and Master Wade seeking cover on the sidelines, a knight and his soldiers protect the weapons cache in the northern alley behind what used to be the Wade's Emporium building. Charge down the alley and engage the knight and soldiers as they come. Attack together on targets to eliminate them quickly and you won't have any worries about being overrun. When you've had your fill of killing in the alley, walk over and burn the weapon cache.

14



SPOILER ALERT!

The final battle in the Market District occurs back in front of the Alienage Gate. The Knight-Commander Greagoir, Cullen, and a few templars hold the gate, with Wynne in the rear supporting them with healing. If you leave Wynne alone, the battle will go badly for you. These powerful foes are almost impossible to defeat if they receive healing. Instead, stealth the shriek and slide around the onrushing enemies. When you close on Wynne, unleash the shriek's Frenzy to throw Wynne off balance, and then launch into Overwhelm. Finish the mage off with a few more claw strikes before any templars can retreat to save her.

You gain the Spirit Band ring from Wynne. Give it to the hurlock emissary inside the Elven Alienage to increase its mana pool.



SPOILER ALERT!

While the shriek eliminates Wynne, the rest of the team takes on the templars. Send the ogre after the knight-commander and the hurlock vanguard after Cullen.

Your fourth darkspawn, plus any allies you still have, can bounce back and forth between the two battles wherever they are needed most. When the shriek returns, send it toward the most wounded enemy and finish him off. A few seconds later the final templar falls and you've conquered the Market District.

Elven Alienage



- 1 = Elven Archers & Elven Defenders
- 2 = Elven Archers & Elven Defenders
- 3 = Elven Archers & Elven Elder
- 4 = Elven Defenders & Zevran
- 5 = Elven Defenders
- 6 = Elven Archers & Elven Defenders

- 1 = Wooden Crate

- 1 = Oil Barrel
- 2 = Oil Barrel
- 3 = Rubbish Pile
- 4 = Rubbish Pile
- 5 = Alienage Tree

Runthrough (Elven Alienage)

Summary: Burn the Vhenadahl and eradicate the Alienage elves.

1. Enter the Alienage.

2. Beat back the elven archers and elven defenders.

3. Burn the first oil barrel.

4. Burn the second oil barrel.

5. Burn the first rubbish pile.

6. Battle another elven group.

7. Burn the second rubbish pile.

8. Burn the Alienage Tree.

9. Slaughter the remaining elves.

Elven Alienage Cheatsheet

Main Plot Quest
Raze the Alienage

Available Darkspawn
Genlock Archer
Hurlock
Hurlock Emissary

Key Items
Antivan Leather Boots
Crow Dagger
Fire Bombs
Enemies
Elven Archers
Elven Defenders
Elven Elder
Zevran

Side Quests
None

1



On the bridge leading into the Elven Alienage, use your Enthrall talent to recruit the hurlock emissary. Adding the hurlock mage's damage and healing abilities completes your party; you now have the most well-rounded team: hurlock vanguard, ogre, shriek, and hurlock emissary.

2



Elven defenders and elven archers lie in wait at the end of the bridge. You can't enter the main part of the Alienage without going through them. Call forth your new recruit, the hurlock emissary, and launch a Fireball to blow away the elven archers in the rear. The ogre, hurlock vanguard, and shriek can more than handle the remaining elven defenders.

If you choose not to include the hurlock emissary in your party, grab the fire bombs from the wooden crate in the courtyard and use them to destroy the oil barrels, rubbish piles, and the Alienage Tree.

3



Either during the first fight, or after the battle ends, throw a hurlock emissary Fireball into the first oil barrel and watch it explode.

4



Destroy the second oil barrel with a Fireball or fire bomb. Stand back so you don't get caught in the AoE fire damage.

5



Destroy the first rubbish pile with a Fireball or fire bomb. Stand back so you don't get caught in the AoE fire damage.

6



Engage the next set of elven archers and elven defenders at the entrance to the Alienage Tree courtyard. Stay on the near side of the tree so you don't pull any additional enemies. As you cut through the elves, remember that you now have a Heal spell thanks to the hurlock emissary.

7



Destroy the second rubbish pile with a Fireball or fire bomb. Stand back so you don't get caught in the AoE fire damage.

8



Destroy Vhenadahl, the Alienage Tree, with a Fireball or fire bomb. The tree encompasses a large area, so stand way back to avoid AoE fire damage.

9



SPOILER ALERT!

Finally, the archdemon commands you to wipe out the remaining elven contingent. Sweep through any elves that seek you out around the burning tree. Other than the elven elder and Zevran, the rest of the elves should go down quickly.

Score the Antivan Leather Boots (battle trophy) and Crow Dagger off Zevran.



SPOILER ALERT!

Watch out for the initial backstab attempt from the stealthy Zevran and keep the assassin in front of you at all times. Double- or triple-team him to out-race him on damage. With most of the other threats slowed or vanquished completely by the time he arrives, your full party can slay the deadly Zevran without losing a single member.

When you're ready to proceed, leave the Alienage and journey to the Palace District.

Palace District



- 1 = Dwarven Soldiers
- 2 = Qunari Mercenaries
- 3 = Dwarven Crossbowmen
- 4 = Dwarven Soldiers
- 5 = Dwarven Soldiers & Qunari Mercenaries
- 6 = Dwarven Crossbowmen & Dwarven Legionnaires
- 7 = Kardol
- 8 = Dwarven Soldiers & Qunari Mercenaries
- 9 = Dwarven Crossbowmen
- 10 = Dwarven Soldiers, Qunari Mercenaries, & Steel Golem
- 11 = Dwarven Soldiers
- 12 = Steel Golems
- 13 = Dwarven Soldiers & Steel Golem
- 14 = Dwarven Crossbowmen, Dwarven Legionnaires, & Dwarven Soldiers
- 15 = Dwarven Crossbowmen & Dwarven Soldiers
- 16 = Dwarven Crossbowmen & Dwarven Soldiers
- 17 = Dwarven Crossbowmen, Dwarven Legionnaires, & Dwarven Soldiers
- 18 = Dwarven Crossbowmen, Dwarven Soldiers, & Steel Golem
- 19 = Steel Golem
- 20 = Sten

- 1 = Ogre Portcullis
- 2 = Gate
- 3 = Shriek Portcullis

Runthrough (Palace District)

Summary: Battle across the Palace District to reach Fort Drakon.

1. Enter the Palace District.

2. Face off against the qunari mercenaries and dwarven defenders.

3. Clear out more mercenaries and defenders.

4. Slay Kardol.

5. Fight through the dwarves and qunari.

6. Take on the dwarves, qunari, and steel golem.

7. Kill the dwarven soldiers to reach the ogre.

8. Free the ogre.

9. Smash the gate.

10. Climb the stairs and battle the soldiers and steel golem.

11. Wipe out the defenders guarding the shriek.

12. Free the shriek.

13. Avoid the dwarven ambush and destroy all resistance.

14. Cut down Sten and advance to Fort Drakon.

Palace District Cheatsheet

Main Plot Quest
Rampage to the Palace

Available Darkspawn
Blight Wolf
Genlock
Hurlock
Ogre
Shriek

Key Items
Shield of the Legion
Totem

Enemies
Dwarven Crossbowmen
Dwarven Legionnaires
Dwarven Soldiers
Kardol
Qunari Mercenaries
Steel Golems
Sten

Side Quests
None

1



It’s bad news when you arrive in the Palace District; the ogre became separated in the charge to the district and the enemy has captured it. Your first goal is to find the ogre and free it to rejoin your party. Before you can take two steps into the courtyard, dwarven soldiers charge forward and try to stop you before you even get going. Stay near the entrance and slay the close enemies with melee and medium-ranged enemies with arrows and your hurlock emissary arsenal.

2



At long-range, more dwarves and some qunari mercenaries threaten your advance. Press forward until the crossbowmen are in range. Send the shriek and hurlock vanguard to the barricade, where they take on the qunari mercenaries and dwarven soldiers. Concentrate the hurlock emissary's spells on the crossbowmen and the occasional Heal when an ally's health dips. If you didn't deal with all the dwarven soldiers earlier, one may man the ballista. If that's the case, have the shriek slip into stealth mode and eliminate the ballista guard before anyone else.

3



The south end of the first tier is a dead end. Head north and combat more dwarves and qunari mercenaries in the courtyard leading to the stairs. You have a lot of foes to deal with here; pull the outer ones toward you first before engaging the deeper ones. If you get in trouble, retreat toward the entrance and whittle the pursuer down with ranged fire.

4



The formidable legionnaire, Kardol, joins the battle at the north end of the first tier. Try to isolate Kardol so he doesn't add his damage-dealing to a swarm of other enemies. If you lure the enemy groups back toward the entrance, you can thin the herd before attempting Kardol. If not, sic one of your tanks on him to hold Kardol at bay until you can double- or triple-team him. A few seconds later he'll go down and you'll earn two more quality items for the team.

Earn the Shield of the Legion and the Totem (battle trophy) from the defeated Kardol.

5



Scan the stairs to the second tier and unload on any enemies you see with ranged attacks. The more you lure down to the first tier and kill, the easier the summit will be once the whole party advances. At the top of the stairs, engage the new set of dwarven and qunari defenders and hold your position a few steps into the second tier until you've slain all nearby enemies.

6



The enemy group in front of the locked gate is more of the same, except this time the dwarves and qunari have a serious reinforcement: a steel golem. Much like your ogre, the golem can pound a single opponent into dust, or send shockwaves through your party with its AoE strikes. Without the ogre, the hurlock vanguard should occupy the golem with the hurlock emissary backing the vanguard up with healing. The shriek and your other allies can take care of the rest.

7



Continue south on the second tier toward the trapped ogre. Dwarven soldiers guard the area, but after you sweep them aside, the way is clear—for now!—to the ogre's cage.

8



There are two levers atop the stairs leading down the portcullis holding back the ogre. Interact with both levers to free the ogre. Unfortunately, doing so also releases two steel golems to ensure the ogre doesn't leave alive. With the help of your ogre comrade, confront the two steel golems. The ogre takes on one steel golem, while the rest of the party shatters the second golem. Even if the ogre can't handle the steel golem by itself, it will have help soon enough to break through the golem's tough armor.

9



The archdemon commands you to destroy the gate blocking access to the third tier. With the ogre back in your party, order the beast to pick up a boulder and smash the gate apart.

10



After the gate crumbles, climb the stairs to the third tier. At the top of the stairs, dwarven soldiers and a steel golem stand in front of the closed portcullis. Employ the usual tactics against the dwarves and golems. When you've finished with them, head south. You can go either direction to the fourth tier, but the southern path is easier and allows you to pick up another shriek ally for the final battle.

11



Mow through some more dwarven soldiers and dwarven crossbowmen in front of the shriek cage. Given your previous battle experience in the Palace District, the guards in front of the shriek should fall without much mishap.

12



The ogre can Hurl a boulder to bust open the shriek portcullis and free another ally for the final fight on the fourth tier. You can't complain about adding another offensive shriek to the mix, or if you've lost your party's shriek, now's the time to get one back.

13



If you charge up the stairs, you run into an ambush. Ballistas on the eastern wall cut down anyone trying to cross. Dwarves pour forward and contain you in the ballista kill zone. A steel golem adds brawn to the savvy troop placement. Instead of dying quickly, play it safe. Send the shriek in stealth mode to take out the ballistas as you did earlier in the Market District. Once the ballistas are out of commission, ascend the stairs and order the ogre to Hurl a boulder to break up the dwarven charge. Match the ogre against the steel golem and the rest of your darkspawn against the dwarves. It'll be a long fight, but with a little healing from the hurlock emissary, and some health poultices, you should come out on top.

14



SPOILER ALERT!

Sten guards the entrance to Fort Drakon. One on one, Sten can be a nightmare; the damage he deals as an offensive warrior can cripple you in seconds. However, if you can double-team him and keep the qunari off balance with talents like the shriek's Overwhelm or the hurlock vanguard's Shield Bash, you'll out-damage Sten before the last dwarf falls. When you're healed back up after the battle, enter Fort Drakon for your final confrontation side by side with the archdemon.

Fort Drakon



- 1 = Werewolves
- 2 = Alistair
- 3 = Barkspawn
- 4 = Morrigan
- 5 = Leliana
- 6 = Werewolves

- 1 = The Archdemon

Runthrough (Fort Drakon)

Summary: Save the archdemon from Denerim's most powerful defenders.

1. Enter Fort Drakon.

2. Battle through the werewolves.

3. Prepare for the final confrontation at the edge of the archdemon's courtyard.

4. Slay Alistair, Barkspawn, Leliana, and Morrigan to save the archdemon.

Fort Drakon Cheatsheet

Main Plot Quest
The Battle at Fort Drakon

Available Darkspawn
Blight Wolf
Genlock
Genlock Archer
Hurlock
Hurlock Archer

Key Items
Warden's Longsword

Enemies
Alistair
Barkspawn
Leliana
Morrigan
Werewolves

Side Quests
None

1



SPOILER ALERT!

You first enter Fort Drakon on the ground floor. Gather your troops and head to the stairs leading up to the roof where the archdemon battles the last of the Grey Wardens, Alistair. On the way, stop by the fallen Grey Warden, Riordan, and retrieve the Warden's Longsword from his dead body.



SPOILER ALERT!

Up on the roof, the battle has already begun. You must aid the archdemon in its fight against Alistair and his formidable allies. The Mabari war hound, Barkspawn, battles by Alistair's side, and the mage Morrigan and archer Leliana chip in damage from long range. As the archdemon's health ebbs, you must slay all four heroes before your master succumbs to their blows.

2



Werewolves have come to the aid of Denerim and team up with Alistair against the archdemon. A pocket of werewolves seeks to slow you down as you ascend the ramps toward the archdemon. Don’t let them. It’s imperative that you assist the archdemon immediately, so let any darkspawn allies still with you engage the werewolves on the ramp as you continue forward.

3



Charge into the battle with three of your darkspawn, but leave the hurlock emissary at the entrance to the archdemon's courtyard. The hurlock emissary's job is to heal the archdemon. If the archdemon dies, you lose, so save the Heal spells for your master and use health poultices on the applicable party members.

4







SPOILER ALERT!

Stick together as a party and go after the heroes one by one. Take out either Leliana or Morrigan first. Both can deal heavy damage from range, and they are much more vulnerable than Alistair or Barkspawn, so you can drop them quickly if you coordinate a three-on-one.

Dodge the werewolf attacks as much as possible. It's easy to get wrapped up in fur with all the chaos, but you must concentrate on the heroes to save the archdemon.



The archdemon isn't helpless. It fights back with offense of its own. Lure enemy groups into the archdemon's range and you'll get some supplemental damage to help the cause.





SPOILER ALERT!

With Leliana and Morrigan down, move on to Barkspawn and Alistair. These two harass the archdemon in close, and usually have several werewolves with them. Cut through the weaker werewolves first to get at Barkspawn, the easier of the two remaining heroes. Pound the hound until it barks no more.





SPOILER ALERT!

Keep relentless offensive pressure on Alistair. Alone, he doesn't stand much chance, especially if the hurlock emissary still has mana to Heal the archdemon. When the Grey Warden falls to his knees and his companion lies impaled on the stone next to him, the archdemon has won the ultimate victory.



The archdemon grants you the honor, and you execute the last of the Grey Wardens. There is nothing to stop the darkspawn now. You can feast on Ferelden and revel in its misery.

Blightblood



Once you beat “The Darkspawn Chronicles” campaign, you unlock the special longsword, Blightblood. One of the most powerful one-handed weapons in the game, Blightblood becomes available to any of your characters. Open up your inventory in an existing saved game, and you’ll find Blightblood ready for use. Here are its primary features:

Longsword, Main Hand
Dragonbone (Tier 7)
Requires: 31 Strength
Restriction: Warrior or Rogue
Damage: 11.20
Critical Chance: 3.20%
Armor Penetration: 4.00
Strength Modifier: 1.00
+3% Melee Critical Chance (+5% Melee Critical Chance in *Awakening*)
+2 Attack (+6 Attack in *Awakening*)
+10% Critical/Backstab Damage (+15% Critical/Backstab Damage in *Awakening*)
Poison: Venom
3 Rune Slots

“The Darkspawn Chronicles” Achievements

Title	Description	Xbox Gamerscore	PS3 Trophy
Bane of Thedas	Hand victory to the archdemon by killing Ferelden’s last Grey Warden	25	Bronze
Enthralling	Earn maximum approval from a genlock, hurlock, ogre, shriek, hurlock emissary, and blight wolf	25	Bronze
Ogre’s Keeper	Keep the initial ogre alive through the whole campaign	25	Bronze

Leliana's Song

Before you met Leliana in Lothering, before she battled side by side with you against the darkspawn, she lived the life of an assassin as a bard of Orlais. This is her story of how she and Marjolaine brought the game of intrigue to the streets of Denerim, and how pain and betrayal changed her life forever.

Leliana



Unlike the Leliana you probably played in *Dragon Age: Origins*, this version of Leliana starts out as a level 10 rogue with a combination of Bard, Rogue, Dual Weapon, and Archery talents. You have two free talent points to spend and one point should go toward Mechanical Expertise to ensure that you can open all doors and locks in the quests ahead. If you don't take at least one point in your lockpicking talents, you won't be able to gain all the Masterwork Leather Pieces, which means you can't pick up the Battledress of the Provocateur. Feel free to spend the other talent point wherever you like, though a point in Stealth goes a long way to sneaking past guards and setting Leliana up for a backstab. How you plan to use Leliana will determine where you spend more of your talent points as you level up. If you lean toward melee, develop her Dual Weapon talents, and if you lean toward ranged attack, develop her Archery talents. No matter which direction you choose to go, Leliana will support your tanks (Tug and Silas) with combat damage, which she is very, very good at even in her younger years.

Your initial group consists of Leliana (melee DPS), Tug (warrior tank), and Sketch (mage healer). You have all the basics of a complete party with the three of them, as long as you

focus each companion on their strengths and don't stretch yourself too thin. While it might be tempting to unload damage spell after damage spell with Sketch, he's built as a spirit healer and should protect the party more than lead the charge.

Sketch and Tug



Leliana's two companions at the start of the adventure are Sketch, a mage healer, and Tug, a dwarven warrior who will wade into combat for you. Because you want to cultivate Tug as your tank, spend his first two talent points on Threaten and Bravery to enhance the Warrior chain, and his final point on Overpower to give him a little more offense. Tug's other Warrior talents, such as Taunt and Shield Block, Shield Cover, and Shield Tactics, provide the standard tanking talents to protect the party. Sketch, on the other hand, starts with six free talent points. Because you want him to star as a healer, spend two points in the Creation school to gain Rejuvenate and Regeneration, two points in his spirit healer specialization for Group Heal and Revival, and two points in the Primal school for Flaming Weapons and Fireball. This rounds out solid healing with a little AoE offense to pick off annoying ranged enemies. At the outset, these two companions work well with Leliana and have her back, as you would expect from a group that Leliana has apparently worked with before and trusts implicitly.

SPOILER ALERT!

You won't see Silas until the Dungeons when he replaces Tug in the party. It's possible for Leliana to tank in melee, if she can generate enough damage to slay her opponents before they slay her, but she's best as a support DPSer with a good tank absorbing the brunt of the attack. Fortunately, you won't have to tank long, because Silas is an admirable replacement for Tug in the party threesome.

Silas Corthwaite



Silas is the last companion to join when you help him escape his dungeon cell. He should be around level 14 when he joins the party, with one Warrior specialization point and seven Warrior talent points to spend. Because you desperately need another tank, pick up champion as your specialization, and spend the regular talent points on tank talents. You may want to fill out his three Warrior talents, up to level 12's Death Blow, pick up Overpower for more offense, choose Shield Mastery for more defense, and continue with two more shield-based talents or branch off into Two-Handed for Pommel Strike and Indomitable.

SPOILER ALERT!

You only need Silas for the second half of your adventure, but he'll be the backbone of your defense and a key factor in beating Harwen Raleigh in the climatic battle.

As you journey with Leliana toward the turning point in her life, enjoy all the little moments along the way. Her fate alongside a Grey Warden will come to pass, just as long as you get her through the next night.

"Leliana's Song" takes you back to a time before we first met the roguish bard in Lothering, a time when faith and betrayal shaped who she would ultimately become. To travel back into Leliana's past, download the adventure and begin your story in the "Other Campaigns" menu page.

Denerim Market



- 1 = City Guard
- 2 = City Guards
- 3 = City Guards
- 4 = City Guards
- 5 = Severin Corwood & Stone Golem
- 6 = Guard Captain Eams
- 7 = Jovi Merice
- 8 = Bann Perrin & Guards

- 1 = Collection Plate
- 2 = Crate
- 3 = Crate
- 4 = Crate
- 5 = Crate

- 1 = Mages' Collective Bag
- 2 = Mages' Collective Marker
- 3 = Mages' Collective Marker
- 4 = Mages' Collective Cache
- 5 = Renwold's Relics
- 6 = Finery by Ser Wolly
- 7 = Melford's Imports of Import
- 8 = The Old Well

- 1 = Marjolaine
- 2 = Bonny Lem

Runthrough (Denerim Market)

Summary: Marjolaine has several quests set up for you in the Denerim Market. Complete them all to earn her favor.

1. Enter the Denerim Market.

2. Bypass the city guards.

3. Discover the Mages' Collective Bag.

4. Uncover the Mages' Collective Markers.

5. Retrieve the Mages' Collective Cache.

6. Plant misleading evidence in the Renwold's Relics chest.

7. Plant misleading evidence in the Finery by Ser Wolly chest.

8. Plant misleading evidence in the Melford's Imports of Import chest.

9. Examine the drugged Guard Captain Eams.

10. Silence Jovi Merice's loose tongue.

11. Defeat Bann Perrin and his guards.

12. Speak with Marjolaine.

Denerim Market Cheatsheet

Main Plot Quest
The Game

Important NPCs
Bonny Lem
Marjolaine

Key Items
Bastard Thorn
Mages' Collective Signet
Masterwork Leather Piece
Progenitor Crosscut

Enemies
Bann Perrin
City Guards
Guard Captain Eams
Guards
Jovi Merice
Severin Corwood
Stone Golem

Side Quests
Orlesian Battledress

1



It’s nighttime in the Denerim Market, and your mentor, Marjolaine, has several tasks set up for you and your two companions, Tug and Sketch. Review all three of your characters and spend your points appropriately before venturing into the Market District.

2



Several groups of city guards patrol the Denerim Market. If you keep your hands clean, the city guards won’t bother you; at the start, you can walk around freely without the city guards

hassling you. If the city guards, however, spot anything illegal, they become hostile and you'll have to avoid or fight them the remainder of your time in the Market District.

3



Slip down the back alley and pick up the Mages' Collective Bag in the side alcove. To recover the Mages' Collective cache, you must find two clues around the market that lead to the treasure trove.

4



Continue ahead past the next set of city guards and you'll see the first cache clue next to the crate to the west.



Once you find the first cache clue, the second cache clue appears back in the corner of the alley where you started. Return there for the second clue.

5



The Mages' Collective Cache lies hidden under a pile of rubble in front of the Elven Alienage gate. It looks to be an easy heist, until you get near. A mage, Severin Corwood, appears out of nowhere and summons a stone golem. The two enemies defend the cache, and it's going to be a deadly confrontation if you let Severin cast his spells. Send Leliana after Severin and stun him immediately with Dirty Fighting. While Leliana cuts down the mage, order Tug to tank the stone golem with support from Sketch. Leliana will probably finish off the mage first, and then she can lend more damage against the golem.

Recover the Progenitor Crosscut from the Mages' Collective Cache. Immediately equip the ring on Leliana's finger for +5 dexterity bonus.

6



Visit the Renwold's Relics chest in the center of the market. Inside you'll find fenced Tevinter antiquities. Pick them up and deposit them in the Finery by Ser Wolly chest (map location 7). You can also sell the Tevinter antiquities (and the other fenced items in the chests at the center of the market), but you won't be able to complete Marjolaine's quest unless you switch around the goods.

To earn the Vendetta Achievement, plant all three fenced items on Guard Captain Eams.

7



Proceed to the Finery by Ser Wolly chest and pick up the fenced historical costumes. Plant the fenced historical costumes in the Melford's Imports of Import chest (map location 8).

City guards circle the market square. Wait for the patrols to leave before you open any of the chests if you want to avoid a fight.

8

Proceed to the Melford's Imports of Import chest and pick up the fenced Fereldan jewelry. Plant the fenced jewelry in the Renwold's Relics chest (map location 6). Marjolaine will be happy with your mischief and the chaos it will inspire among the suspect and suspicious merchants.

9



You discover the drugged Guard Captain Eams outside of the Gnawed Noble Tavern. It appears as if he's sleeping off a drunken binge, but he's really the victim of Marjolaine's attention. She has a beef against the captain and has set him up for some career embarrassment. To help Marjolaine out, plant the three fenced items from the market square, Bann Perrin's undergarment, and Jovi Merice's corpse on the captain. This also earns you the Vendetta Achievement.

10



You come across Jovi Merice trying to sneak into a safe house in the back alley behind the Gnawed Noble Tavern. His loose tongue has harmed some important nobles who want him out of the way. Three on one isn't much of a challenge; you can cut him down in seconds. Recover the Bastard Thorn dagger and the Masterwork Leather Piece from Merice's corpse. The Masterwork Leather Piece opens up the "Orlesian Battledress" side quest (see the "Battledress of the Provocateur" sidebar for details).

Plant Jovi Merice's corpse on Guard Captain Eams if you want to further embarrass him, or drop the corpse in the Old Well by the Chantry to make the "Loose Tongue" disappear.

Battledress of the Provocateur

Collect all six Masterwork Leather Pieces throughout the campaign to earn the special armor item, Battledress of the Provocateur, and unlock the Provocateur Achievement. The pieces can be found in the following locations:

- On Jovi Merice's corpse
- Inside an iron chest in the Arl of Denerim's Estate (enter the hall and it's the door in front of you)
- Inside a locked ornate chest in the master bedroom where you plant the papers
- On the armor stand in the same room as the weapons master and the Mabari war hounds before you exit the estate during your second visit
- In the dungeon after the second portcullis, inside a locked chest
- Inside the desk drawer in the first room of the Chantry

Anyone who wears light armor will want the Battledress and all its powerful features, which include:

- Drakeskin (Tier 7, or Tier 9 in *Awakening*)
- Requires: 20 Strength (24 Strength in *Awakening*)
- Armor: 9.0 (10.98 in *Awakening*)
- +4 Dexterity (+2 Dexterity in "Leliana's Song"; +6 Dexterity in *Awakening*)
- +5 Armor (+10 Armor in "Leliana's Song")
- +15% Chance to Dodge Attacks (+25% Chance to Dodge Attacks in "Leliana's Song")
- +1 Stamina Regeneration in Combat (+2 Stamina Regeneration in Combat in "Leliana's Song")
- +50 Stamina (+100 Stamina in "Leliana's Song")

11

 After dispensing with Jovi Merice's corpse, head over to the estate courtyard and confront Bann Perrin and his guards. When the guards charge out, order Tug to tank them. Leliana should go after Bann Perrin and disrupt his ranged attacks. Sketch can heal whichever companion needs help. The guards will probably drop first, then all three companions can gang up on Bann Perrin. After defeating Bann Perrin, you can nail the suspect underthings to the Chantry Board, embarrassing Perrin by exposing his strange tastes to the people who think he is such a fine upstanding citizen.

Place the Suspect Underthings from Bann Perrin on Guard Captain Eams if you want to further humiliate him.

12



Return to the alley behind the Gnawed Noble Tavern and meet Marjolaine. She rewards you for the night's activities and offers you some more excitement when you're ready. Talk to Bonny Lem, the scrounger, who acts as your personal vendor throughout the campaign. Stock up on health poultices and injury kits for the future, plus any items that can upgrade your gear.

Lem’s Fenced and Found



Lem’s Fenced and Found store holds fire bombs, freeze bombs, lesser health poultices, lesser injury kits, plus items such as Senior Enchanter’s Robes for Sketch and the Havard’s Aegis shield for Tug. Check back frequently with Bonny Lem whenever he shows up; his inventory changes, and you never know when something will pop up that you really need.

Arl of Denerim's Estate (Exterior)



- 1 = Elite Soldier & Mabari
- 2 = Elite Soldiers

Runthrough (Arl of Denerim's Estate: Exterior)

Summary: Sneak into the Arl of Denerim's Estate without leaving evidence of your passing.

1. Enter the courtyard outside the Arl of Denerim's Estate.

2. Defeat the elite solider and his Mabari guard dog.

3. Engage two more elite soldiers.

4. Hide the dead soldier bodies in the freshly tilled soil.

5. Climb up to the open window and into the Arl of Denerim's Estate.

Arl of Denerim's Estate: Exterior Cheatsheet

Main Plot Quest
The Game

Important NPCs
Marjolaine

Key Items
None

Enemies
Elite Soldiers
Mabari

Side Quests
None

1



Enter the courtyard outside the Arl of Denerim's Estate and speak with Marjolaine. She tells you to find a way into the estate, though you can't use the locked outer doors.

2



As you round the first corner, an elite solider and his Mabari guard dog attack. Sic Tug on one and Leliana on the other, with Sketch adding healing and offensive support as necessary. Once you cut them down, retrieve the soldier's body and hold it until you can find the appropriate spot to dump it out of sight.

3



Apply the same tactics against the two elite soliders near the fountain. Tug and Leliana should each be able to eliminate an elite solider, and Sketch can aid whichever companion needs the assist. Retrieve the two dead soldier bodies after the fight.

4



Look for the Freshly Tilled Soil spot in the back of the pumpkin garden. You can bury the three soldiers' bodies here out of sight, which avoids suspicion and gives you the surprise factor entering the estate.

5



Once the soldiers' bodies are buried, return to the fountain area and look for the open window at the back of the side alley. Climb up to the window to enter the Arl of Denerim's Estate. If you don't hide the soldier bodies, an additional enemy wave will attack once you are inside the estate.

Arl of Denerim's Estate



- 1 = Elite Soldier & Off-Duty Soldier
- 2 = Soldier
- 3 = Crossbowman, Sergeant, & Soldier

- 4 = Soldiers
- 5 = Mage Mercenaries & Soldier

- 1 = Iron Chest (Masterwork Leather Piece)
- 2 = Locked Footlocker
- 3 = Footlocker
- 4 = War Journal Codex
- 5 = Harwen Raleigh's Personal Journal Codex
- 6 = Locked Ornate Chest (Masterwork Leather Piece)

- 1 = Drop Point

Runthrough (Arl of Denerim's Estate)

Summary: Plant the incriminating papers in the master bedroom.

1. Enter the Arl of Denerim's Estate.

2. Take out the first two soldiers.

3. Fend off the third soldier in the next room.

4. Pick up the Masterwork Leather Piece in the locked room.

5. Defeat the sergeant and his men for the Set of Keys.

6. Witness Marjolaine with the mysterious man.

7. Clean up more soldiers for extra loot.

8. Eliminate the mage mercenaries and soldier for extra loot.

9. Plant the incriminating papers at the drop point.

Arl of Denerim's Estate Cheatsheet

Main Plot Quest
The Game

Important NPCs
Marjolaine

Key Items
Masterwork Leather Piece (x2)
Set of Keys

Enemies
Crossbowman
Elite Soldier
Mage Mercenaries
Off-Duty Soldier
Sergeant
Soldiers

Side Quests
None


You sneak into the estate in a deserted chamber with a ramp leading up to the next floor. Spend any points if you've leveled up, prepare your party, and take the ramp up to the main floor.

2


An elite soldier and off-duty soldier occupy the first room. Charge through the door and make quick work of them with your superior numbers.

3

 The next room is another warm-up challenge: a single soldier. Unless your companions decide to take a nap in the middle of this combat, you'll have the soldier in pieces without breaking a sweat.

Pick up the second Masterwork Leather Piece inside the iron chest.

4



Continue through the soldier room to the hallway beyond. A locked door stands directly in front of you. Pick this door's lock and the lock of the iron chest inside the small room. You'll be happy about the ample coins and gems, and you'll be ecstatic about another Masterwork Leather Piece inside the chest.

5



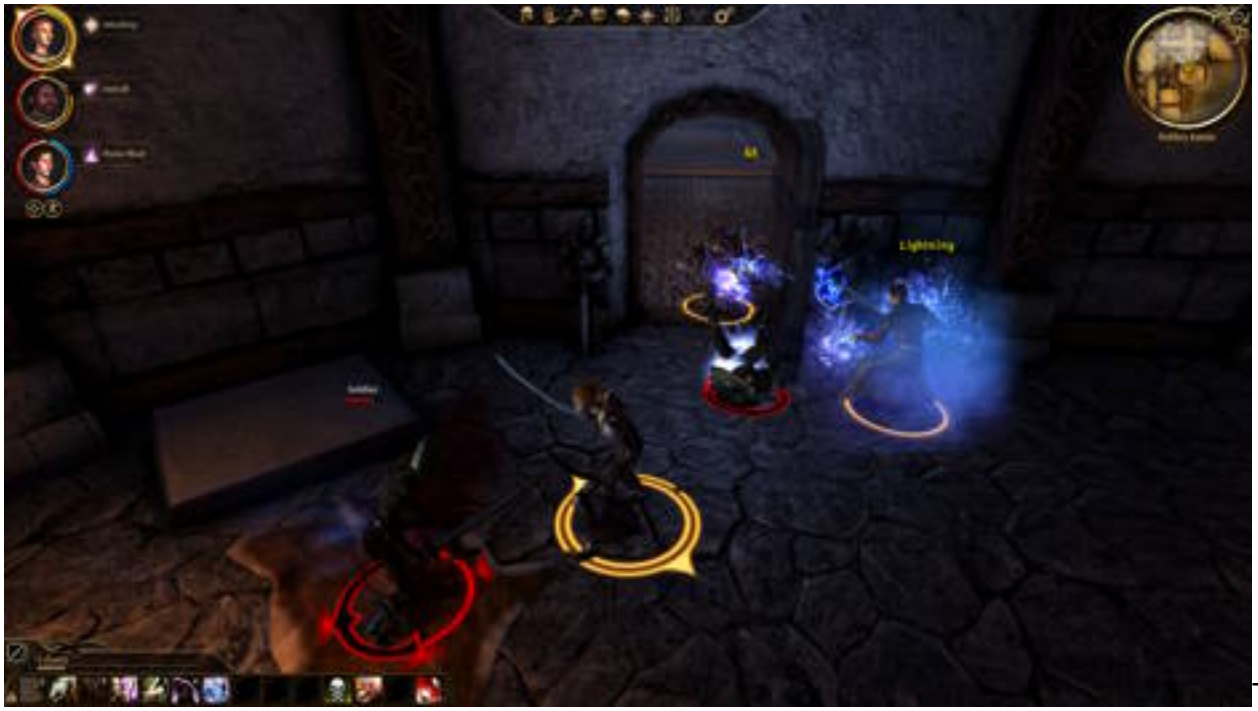
The larger room down the hallway is guarded by a sergeant, a crossbowman, and a soldier. Send

Tug against the sergeant, and Leliana can either support Tug to bring the sergeant down quicker or take on the soldier by her lonesome. Sketch should use a ranged spell or two to eliminate the crossbowman, then throw some healing on whichever companion needs it most. When the fight is over, raid the sergeant's corpse for the Set of Keys, which opens the locked door on the west wall.

6

 As you open the door in the sergeant's room and enter the next hallway, you catch a glimpse of Marjolaine with a mysterious man. She leads him away into the next corridor and out of sight. Is she illicitly involved with this high-ranking official, or is she simply leading him on to get him away from the drop point? For now, it doesn't matter; you have an opening to reach the master bedroom unseen.

7



This is an optional encounter if you want to earn a little extra loot. Defeat the soldiers and earn some extra loot in the footlockers inside the room.

8



This is an optional encounter if you want to earn a little extra loot. Defeat the mage mercenaries and soldier to earn some extra loot and the War Journal codex entry.

Pick up the third Masterwork Leather Piece inside the ornate chest.

9



When you're ready, continue to the master bedroom. Read the personal journal to unlock Harwen Raleigh's codex entry, and pick the lock on the ornate chest in the corner for another Masterwork Leather Piece. Interact with the drop point to deposit the papers and begin the cutscene with Marjolaine. Since Marjolaine refuses to discuss anything in the estate and orders you to leave, you retreat to the secret hideout, where you plan to confront Marjolaine on the information you've learned about those incriminating papers.

The Hideout


You retreat to the hideout and have concerns about the papers you planted in the estate. You noticed Orlesian mititary seals, turning what was meant as a minor embarrassment into something far more serious. The Orlesians government turns a blind eye to many game aspects of the game on intrigue, but not treason. You want to find out if Marjolaine knew anything about this unnerving development.


Speak with Tug and Sketch in the next room and share your doubts about the night's affairs. They

help you come to grips with the situation and share a little more about their backgrounds. Be sure to investigate Sketch's Books to unlock Sketch's codex entry, and look for Tug's Satchel in the back room to unlock Tug's codex entry.

Search Sketch's Books and Tug's Satchel to unlock your companions' codex entries.



Don't forget to visit Bonny Lem for another peek at what he's scrounged up for your party. Upgrade equipment wherever you can, especially on Tug's and Sketch's more basic gear. When you're out of coin, seek out Marjolaine.



You confront Marjolaine and she agrees to return to the estate and steal back the papers to avoid deadly reprisals from Orlais. Gather up your belongings; you're off to the sneak back into the Arl's Estate for the second night in a row.

Check Marjolaine's Satchel to unlock her codex entry.

Return to Arl of Denerim's Estate



- 1 = Off-Duty Soldiers
- 2 = Off-Duty Soldiers
- 3 = Crossbowman & Soldier

- 4 = Mage Mercenary
- 5 = Mabari War Hounds & Weapons Master
- 6 = Crossbowmen
- 7 = Crossbowmen & Soldiers

- 1 = Footlocker
- 2 = Footlocker
- 3 = Ornate Chest
- 4 = Armor Stand (Masterwork Leather Piece)
- 5 = Crate
- 6 = Pile of Sacks

Runthrough (Return to Arl of Denerim's Estate)

Summary: Escape the estate with the Orlesian papers.

1. Steal back the Orlesian papers.

2. Proceed through the large hallway.

3. Fight through the ambush of off-duty soldiers.

4. Survive the mercenary mage's ambush.

5. Seize the corridor.

6. Pick up the fourth Masterwork Leather Piece.

7. Battle the final set of estate defenders.

8. Escape through the kitchen.

9. Exit the Arl of Denerim's Estate.

Arl of Denerim's Estate Cheatsheet

Main Plot Quest
The Game

Important NPCs
Marjolaine

Key Items
Artificer's Canopy
Masterwork Leather Piece

Enemies
Crossbowmen
Mabari War Hounds
Mage Mercenary
Off-Duty Soldier
Soldiers
Weapons Master

Side Quests
None



SPOILER ALERT!

On your return trip to the Arl of Denerim's Estate, you start in the master bedroom and must escape with the estate guards on high alert. You've stolen back the Orlesian military papers, but can you live through the night?

2



Marjolaine will run off, suggesting that she will distract some of the guards. Exit the master bedroom and head west, the opposite direction that you entered from in your previous visit.

3

 When you enter the next corridor, off-duty soldiers pour out from the doors on either side of the hallway and attack. Stay near the corridor entrance and take on enemy groups one at a time, rather than triggering all of them to rush you at once. If you have trouble dealing with the

numbers, retreat and keep the ranged attackers out of line of sight so they can't target you. Eventually, you'll pull through and clean up on the loot in the surrounding rooms.

4



The room at the south end of the hallway looks like a pushover: a single soldier and crossbowman guard the way. Except, a mage mercenary waits in the corridor to the south and will bombard the room with heavy-duty spells like Fireball and Crushing Prison. It's imperative that you avoid the melee combatants and beeline for the mage at the start. Send Leliana charging past the soldier and crossbowman, and engage the mage before a blockbuster spell goes off. Stun the mage with Dirty Fighting and use any of your other tricks to keep him off balance and deliver deadly damage before he successfully retaliates. The other two die quickly without the mage's support.

5



Crossbowmen reinforce from down the southern corridor. You may deal with them while you take on the mage mercenary. Their threat isn't anywhere near as worrisome as the mage's, so stick with the mercenary until he's down before you concentrate on the crossbowmen.

If you haven't upgraded Sketch with anything yet, the Artificer's Canopy on the dead mage mercenary will give him a bonus to willpower.

6

 Pick the lock on the side room and engage the weapons master and his Mabari war hounds. Because of the fierce damage the hounds can do, retreat to the doorway and let them come at you one or two at a time. When the enemies have been slain, check the armor stand for your fourth Masterwork Leather Piece.

Find the fourth Masterwork Leather Piece in the armor stand.

7



More soldiers guard the mess hall. Cut through them to reach the crossbowmen in the rear. When this group falls, you've ripped through the defenders and have a clear path to the exit. Don't forget to check the crate in the side room for more loot.

8



Head south to the kitchen. Leave the terrified cook and check out the small room in the southeast for more loot.

9

 Walk through the pantry area and proceed to the exit. You've escaped the estate, and now must escape the estate grounds, which proves harder than you think.

The Estate Grounds

 As you leave the estate, you spot Marjolaine ahead near the pumpkin garden. Approach and trigger a dialogue between Leliana and her mentor.

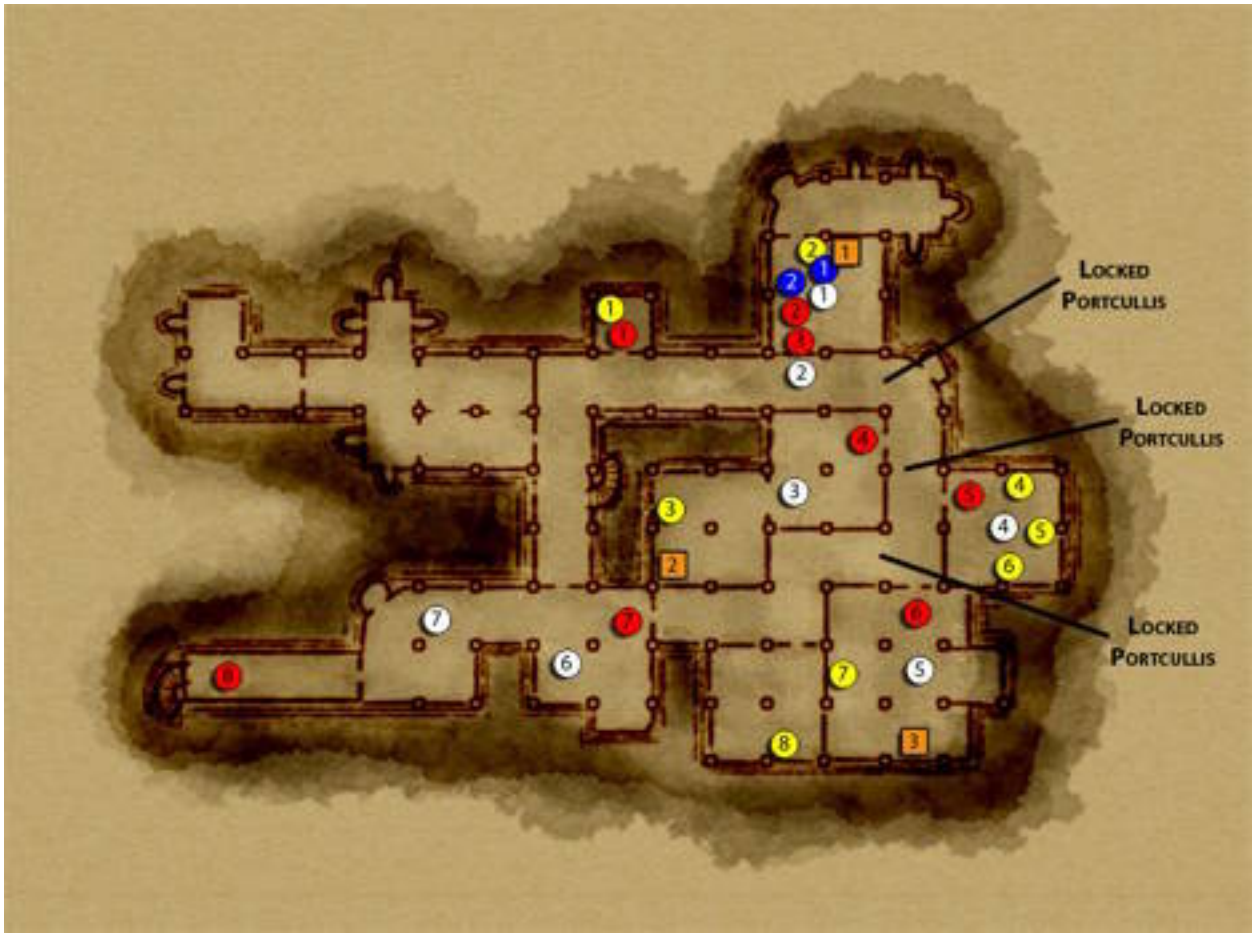




SPOILER ALERT!

Marjolaine had a plan all along; unfortunately, it involves sacrificing her disobedient pupil in the process. She literally backstabs Leliana, and reveals she's been working with Commander Harwen Raleigh (the man you saw her with in the previous infiltration of the estate). Left holding the Orlesian papers, Leliana and her friends become the scapegoat for Marjolaine and Raleigh's schemes. The group is hauled off to Harwen's personal dungeon to be sold back to Orlais as traitors.

The Dungeons



- 1 = Dungeon Guards
- 2 = Dungeon Guards
- 3 = Dungeon Guards, Mabari, & Mage
- 4 = Dungeon Guards
- 5 = Crossbowmen, Dungeon Guards, & Mabari
- 6 = Dungeon Guard
- 7 = Dungeon Guard, Mabari, & Mage

- 1 = Small Rucksack
- 2 = Footlocker
- 3 = Weapon Rack
- 4 = Armor Stand
- 5 = Locked Footlocker (Masterwork Leather Piece)
- 6 = Footlocker
- 7 = Footlocker
- 8 = Pile of Sacks

- 1 = Silas Corthwaite
- 2 = Sketch

- 1 = First Crank
- 2 = Second Crank
- 2 = Third Crank

Runthrough (The Dungeons)

Summary: Escape the dungeon alive.

1. Escape your cell.

2. Free Sketch and Silas, then pull the first crank.

3. Defend against the rush of dungeon guards.

4. Fight through the next set of dungeon defenders to pull the second crank.

5. Defeat more dungeon guards for the fifth Masterwork Leather Piece.

6. Eliminate the dungeon defenders to pull the third crank.

7. Survive the final enemy encounter.

8. Exit the dungeon.

The Dungeons Cheatsheet

Main Plot Quest
The Game

Important NPCs
Silas Corthwaite
Sketch

Key Items
All of Your Previous Inventory
Masterwork Leather Piece
Tug's Edge

Enemies
Crossbowmen
Dungeon Guards
Mabari
Mages

Side Quests
Honoring Tug

1



Leliana is abused for nearly a week, and then left to rot while Commander Raleigh arranges to sell her back to Orlais. The situation appears to be hopeless, but there is a fortuitous greeting from the cell window in the ceiling. You can't see who your benefactor is, but she drops a small rucksack through the bars. Inside you find the Pelerine Slip-Knife and an Iron Key that opens the cell door. Exit the cell and enter the first door on your left.

If you've put any points into Leliana's steath, now is the time to use it. Entering the room with Sketch and Silas unseen will allow you to get a free backstab off and set up your positioning.

2

 Two dungeon guards torture Sketch and another man, Silas, in the next room. If you have stealth, slip in unseen and sneak behind one of the guards for a free backstab to start the combat. If you don't have stealth, charge in and use Dirty Fighting on one guard while you cut down the other. It's Leliana versus the two dungeon guards, and when you defeat them, you free Sketch and the new warrior, Silas, to join your party.

3



More dungeon guards burst into the room after the first two fall. With your new party of three, tackle the guards at the doorway and rely on Sketch to deal significant damage. Without your full equipment, Silas and Leliana won't be at full effectiveness, but Sketch's spells will be close to maximum. After the second group of dungeon guards lies dead on the stone floor, retrieve your previous party inventory from the nearby footlocker and gear everyone back up with the best available items. Pull the first crank to open the first sealed portcullis gate outside the door.

4



Charge into the second crank room. Dungeon guards and a Mabari will try to intercept you in the first half of the room. At least one of the party members, preferably Leliana, must break through and engage the mage at the back of the room. If not, you'll be hammered with powerful spells and won't stand a chance. If Leliana can reach the mage, stun him and cut him down quickly. Once the mage crumples to the floor, focus the party's attention on one foe at a time to make quick work of the rest.



SPOILER ALERT!

Alas, you find Tug's dead body on the rack in this torture chamber. He didn't survive Raleigh's cruelty, and it'll be up to

Silas to fill in as your new tank. Retrieve some more magic weapons from the nearby weapon rack and give Tug's Edge (a gift) to one of your companions to complete the "Honoring Tug" side quest. Pull the second crank to raise the second portcullis gate outside the door.

5



Cross the corridor and enter the next room. Slice through the dungeon guards inside to score some serious loot. Pick up more armor and items, plus your fifth Masterwork Leather Piece in the locked footlocker.

Find the fifth Masterwork Leather Piece in the locked footlocker across from the second crank room.

6



The third crank room down the corridor holds dungeon guards, two Mabari, and crossbowmen. Stay together as a group and focus on one enemy at a time if you can. Have Sketch ready with healing. After a lengthy skirmish, step through the blood to reach the third crank and raise the last portcullis.

7



The final dungeon encounter takes place in two rooms connected by an open archway. A lone

dungeon guard patrols the first room; a mage and his surrounding troops lie in wait in the second. By this point, you should know how dangerous it is to leave a mage alive to freely cast spells against you. Charge into the second room and take out the mage at all costs. You might want Sketch to hurl an AoE spell like Fireball at the mage to soften up the defense before the charge; just be on alert that the mage might do the same to you if you stand around too long. Once you've dealt with the enemies, continue west toward the exit.

8



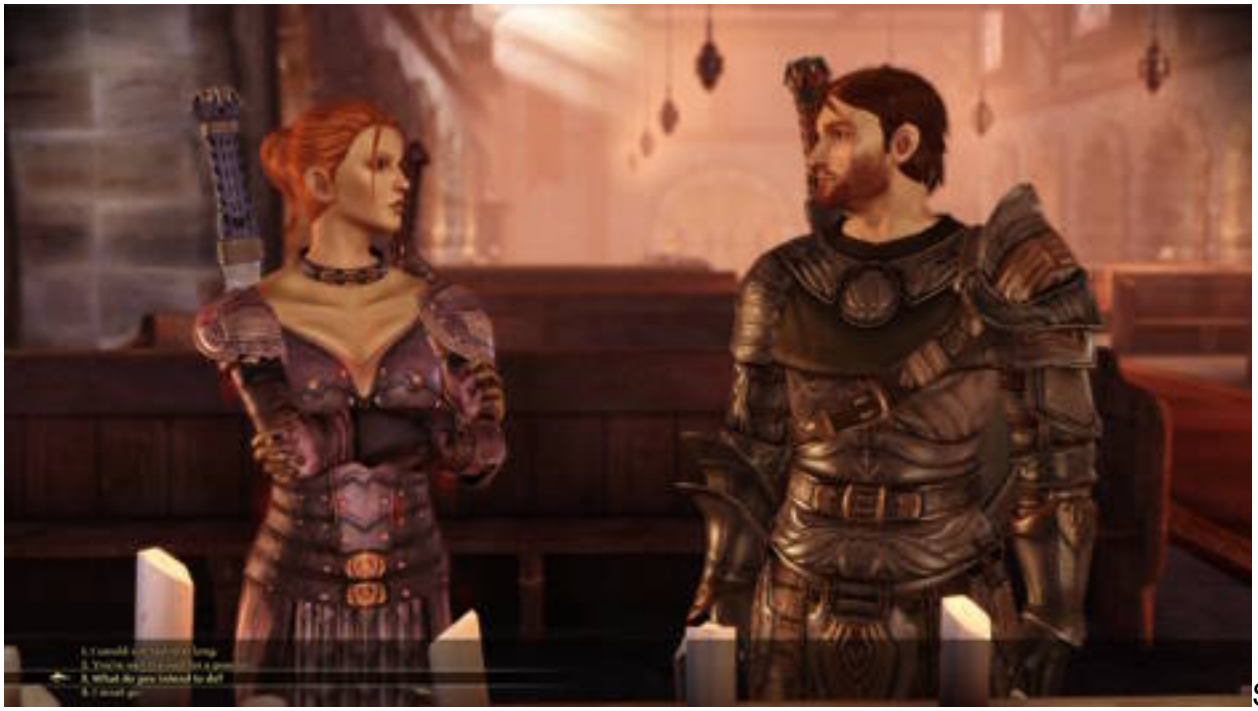
Climb up the ramp and exit into the light...literally. Leliana passes out from the exertion of the dungeon battles and wakes up bathed in the holy light of the Chantry.

The Chantry



Leliana regains consciousness in the Chantry. At first she doesn't trust her surroundings, but she is calmed by Dorothea, a Revered Mother who is also from Orlais. Dorothea says that she was the one who gave you the key to escape your cell. She did it because she feels that she was partly responsible, because she was the one Marjolaine seduced to get the Orlesian papers in the first place. She hopes that you can get the papers back, not just for her sake, but for the sake of the lives they may put at risk.

Find the sixth and final Masterwork Leather Piece inside the desk drawer in the first Chantry room. Upgrade Leliana with the Battledress of the Provocateur immediately to improve her defenses.



Speak with Sketch, Silas, and the members of the Chantry to help decide your next move, and don't forget to visit the Chantry altar for a codex entry regarding Leliana's first real introduction to Andraste. Sketch and Silas are on board to help you hunt down Marjolaine and Raleigh and recover the Orlesian papers (as well as exact a little revenge). Bonny Lem has followed you to the Chantry and has a new set of items for you to peruse. Spend your wealth on as many upgrades as possible; it's your last chance to gear up before the final battles. When you're ready, speak with Revered Mother Dorothea at the door and she will give you the directions on how to find the fleeing Marjolaine.

Windswept Shore



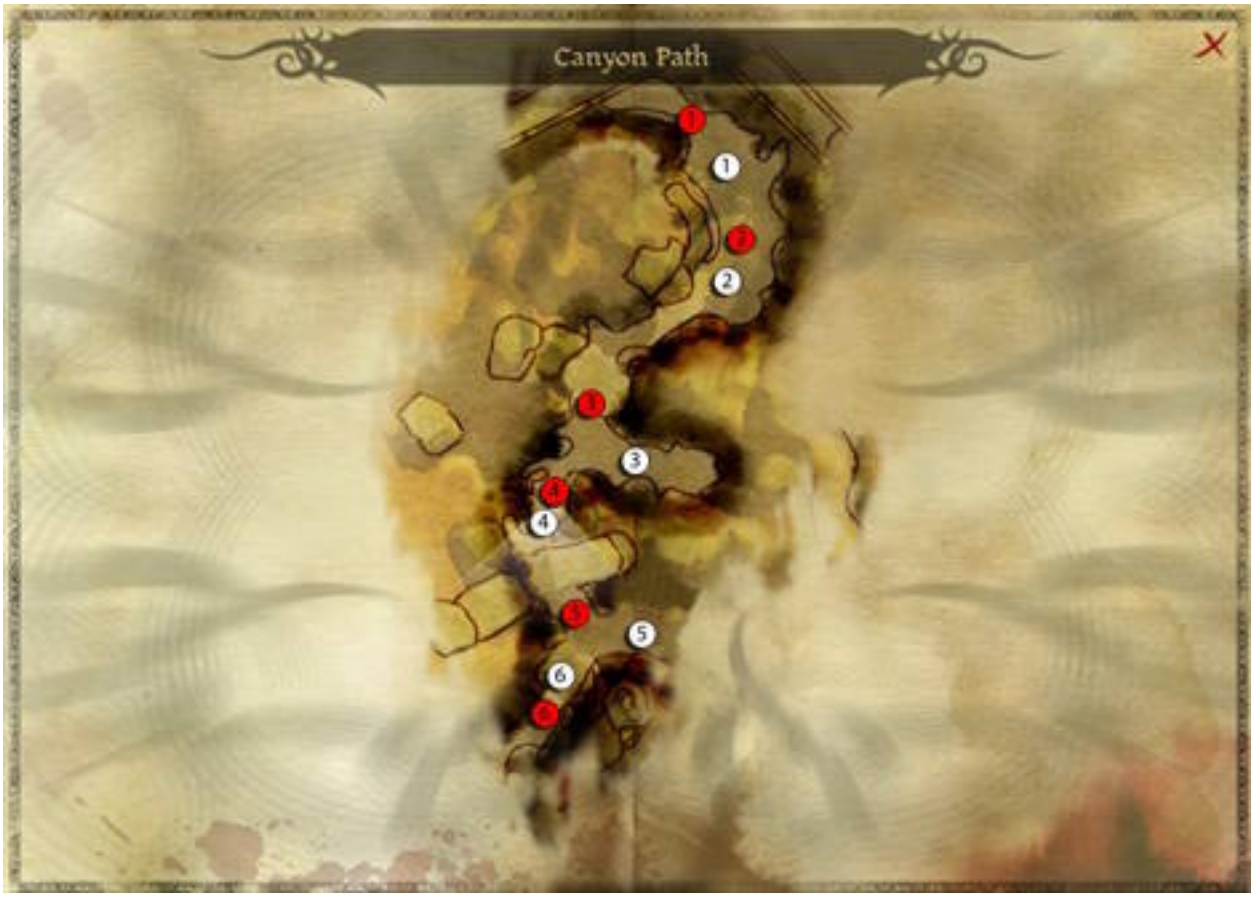
You track down Marjolaine and Raleigh without much trouble; however, it's no secret that you're after them. The pair notice your arrival and send a host of men to stop you on the beach.



Confront the soldiers and crossbowmen on the shore. Sketch can blast away at the ranged attackers with his powerful AoE spells, while Silas and Leliana thwart any melee attempts on the narrow shore. Press forward as each soldier dies; work your way up the beach until you

reach the canyons. They are the only way up to Marjolaine and Raleigh's perch on the Blighted Cliffs.

Canyon Path



- 1 = Sand Stalker Spitter & Sand Stalkers
- 2 = Sand Stalker Leader & Sand Stalkers
- 3 = Trained Bronto
- 4 = Trained Bronto
- 5 = Guards
- 6 = Guards & Mage

Runthrough (Canyon Path)

Summary: Chase after Marjolaine and Raleigh through the canyons.

1. Enter the canyons.

2. Cut through the sand stalker ambush.

3. Defend against the first trained bronto.

4. Defend against the second trained bronto.

5. Outwit the ambushing guards and mage.

6. Exit to the Blighted Cliffs.

Canyon Path Cheatsheet

Main Plot Quest
The Game

Important NPCs
None

Key Items
None

Enemies
Guards
Mage
Sand Stalker Leader
Sand Stalker Spitter
Sand Stalkers
Trained Brontos

Side Quests
None



As you enter the canyons, you're immediately ambushed by sand stalkers. The fierce creatures charge forward; stand your ground and eliminate the first sand stalker group. Don't advance or you may pull the second group and have to fight both groups at once.

2



The second sand stalker group is a little more difficult because it contains the sand stalker leader. Match Silas up against the sand stalker leader and let Leliana chip in damage where needed.

To end the fight swiftly, order Sketch to blast away at the sand stalkers with damage and switch to healing only if Silas drops below half his health.

3



Around the next bend, one of Raleigh's trained brontos charges out from the left side. As with the sand stalker leader, match Silas up with the bronto to absorb most of the damage and support with Leliana and Sketch until the beast convulses and drops.

4



Raleigh tries to weaken your group with another trained bronto attack. Stick to the same attack pattern as with the first bronto.

5



Stop before you come into range of the next enemy groups. There are two groups—guards to your left and guards with a mage up the hill to your right. As you enter the intersection, the guards engage you in melee and try to hold you as sitting ducks for the mage's powerful AoE spells.

Fire off ranged attacks on the guards-only group and lure them toward you, while you remain out of sight from the mage. Eliminate that first group, then charge up the hill after the mage and his guards.

6



If you take the enemy groups on separately, you'll survive to enter the Blighted Cliffs where Raleigh and Marjolaine finally wait.

Blighted Cliffs



- 1 = Guards
- 2 = Dragon
- 3 = Commander Harwen Raleigh
- 4 = Mage

- 1 = Marjolaine

Runthrough (Blighted Cliffs)

Summary: Confront Raleigh and Marjolaine for the final time.

1. Enter the Blighted Cliffs.

2. Battle the guards at the bridge.

3. Slay the dragon.

4. Defeat Commander Harwen Raleigh.

5. Speak with Marjolaine.

Blighted Cliffs Cheatsheet

Main Plot Quest
The Game

Important NPCs
Marjolaine

Key Items
None

Enemies
Commander Harwen Raleigh
Dragon
Guards
Mage

Side Quests
None

1


Enter the Blighted Cliffs and prepare for the final series of battles. You should be at full health, but if you’re not, make sure you heal up and are properly equipped after you deal with the guards on the bridge ahead.

2

 This is just a warm-up act for the true threats farther ahead. Trash the guards on the bridge with some ranged attacks, then charge in to finish them off.

3


Raleigh sets a dragon loose on you as a prelude to the fight directly with him and his personal mage. Try to position Silas to tank the dragon, while Leliana slips around the side or rear (to increase damage potential and protect from the dragon's frontal attacks). Keep Sketch back at

the edge of his ranged spells, so he can heal without interference from the dragon and chip in damage when he can. The dragon will deal significant damage, and its AoE stun can frustrate your offense. Don't panic. As long as Sketch keeps up with the healing, Silas and Leliana can outlast the dragon and slay the beast.

Raleigh's mage casts protective force fields around the two of them. You cannot attack the commander or the mage until the dragon dies.

4



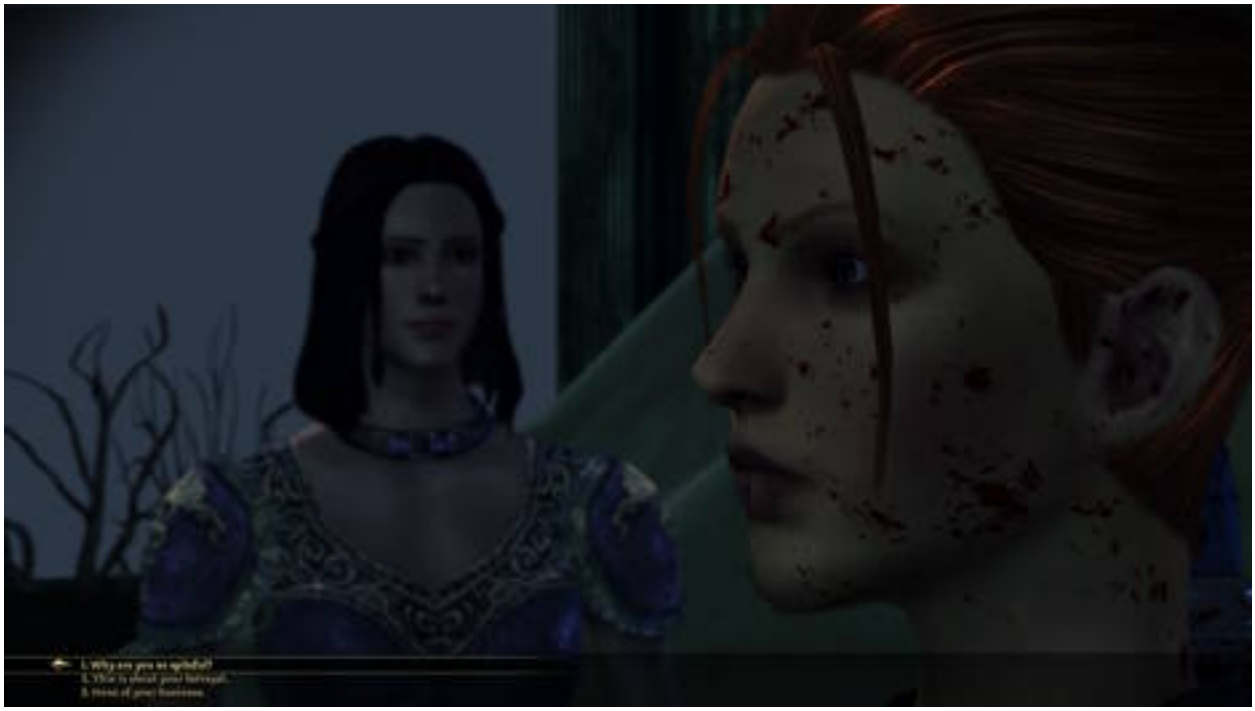
There's no rest for the weary. As soon as the dragon fight ends, Commander Harwen Raleigh and his mage attack. Silas should tank the commander, while Leliana goes after the mage. You don't want the mage to support Raleigh for long, or the tandem can easily overwhelm your squad (depleted from fighting the dragon). Leliana should stun the mage, and now's the time to coat your weapons with poison for extra damage against the final foes. Slay the mage quickly to help Silas with Raleigh.



SPOILER ALERT!

Sketch must constantly heal to keep up with Raleigh's massive damage. If you run out of mana, it will be a race to out-damage the commander. Once Leliana finishes off the mage and gets in behind Raleigh, the fight will turn in your favor. When you defeat Raleigh, you have a choice to discredit him, push him over the cliff with Leliana, or allow Silas to do the deed.

5



SPOILER ALERT!

Leliana walks to the edge of the cliff and confronts her former mentor. A cynical Marjolaine shows no remorse. She is hateful and suspicious, and accuses Leliana of being the same. Marjolaine truly believes that Leliana would eventually betray her, because that's what she would do, so Marjolaine did it first. How Leliana leaves her humbled mentor is left for you to assume, but whatever the outcome, the Orlesian papers are recovered. Leliana returns to the Chantry and we glimpse the spiritual woman we know her to become.

"Leliana's Song" Achievements

Title	Description	Xbox Gamerscore	PS3 Trophy
Provocateur	Collected the six Masterwork Leather Pieces and assembled the Battledress of the	25	Bronze
Turning Point	Heard Leliana's version of her betrayal	25	Bronze
Vendetta	Destroyed the career of Guard Captain Eams	25	Bronze

The Golems of Amgarrak

“The Golems of Amgarrak” returns you to the Deep Roads and a forgotten thaig, one filled with death traps and supremely powerful foes. To take on this elite challenge, download the adventure and begin your story in the “Other Campaigns” menu page.

Welcome to Deep Roads dirt and dwarven death traps. Before you can even attempt to survive the deadliest DLC yet created, you have a choice to create a new character or import an old character. It’s generally recommended that you use one of your existing characters if you have one. You’ll begin with a lot more equipment (and runes and potions, if you stocked up on them). However, if your original Grey Warden wasn’t a mage, and you would like one on the adventure (there are no mage NPCs), feel free to create a mage, ideally one that concentrates on healing.

Jerrik and Snug



You begin the adventure with the rogue Jerrik Dace and his pet bronto, Snug. Jerrik specializes as a ranger and duelist, and fills out most of the Dirty Fighting and Below the Belt chains, and has all of the lockpicking and trap detection skills. Because of that, let Jerrik lead the way so he can detect (and disarm) traps before you accidentally trigger them. In combat, Jerrik relies on all his Dueling talents, especially Upset Balance and Pinpoint Strike, as well as Dual Weapon talents, including Dual Striking, Riposte, Momentum, and Flurry. Jerrik’s racial ability allows

him to summon a bronto. You'll also get Snug, a bruising beast with Charge and Taunt abilities. If Jerrik can't out-damage an opponent, Snug can flatten a foe with a Charge (the bronto should key on spellcasters) or act like a mini-tank with Taunt.

As a compassionate Grey Warden, you've come to the Deep Roads to help out a dwarf in need: Jerrik has lost his brother Brogan to a failed expedition into the dangerous place. You meet Jerrik and his pet bronto, and begin with just three in your party. Your approach depends on the spec of your Grey Warden. If you're a warrior, you may want to tank while Jerrik and Snug chip in with damage. If you're a mage, let Snug and Jerrik charge forward while you sling AoE spells from the back and heal when necessary. If you're a rogue, it'll be up to you and Jerrik to crank up the damage and survive on your offensive talents.

Runic Golem



Shortly into the Deep Roads Grotto, you meet a deactivated runic golem. Once you activate the golem, it joins your party and functions well as a tank. In fact, it has a Tank talent that enables the golem to sustain significantly more damage than others of its kind, with a large bonus to health and a small bonus to armor. Its Cleansing Aura restores health to all nearby allies and cures light wounds but doesn't aid the runic golem. Chain Lightning is its key offensive talent, while Hurl and Quake can deal AoE damage to enemy groups (just watch that you don't catch your party in friendly fire). Rely on Slam in melee to deal critical damage and knock the target down. You can also upgrade the runic golem inside Amgarrak, the most important of which is the Group Heal upgrade found in two different places (map location 9 and map location 13 in Amgarrak).

Once the runic golem joins the party, you have a true tank that can handle some of the nightmarish foes in Amgarrak. Let the runic golem engage the normal melee foes, while Snug

can act as an off-tank or Charge toward enemy ranged attackers. You and Jerrik can aid wherever damage is most needed.

Brogan



Brogan lends his berserker and reaver specializations to the team, and functions as a second tank. As a warrior, Brogan maxes out his Warrior talents, from Powerful to Death Blow, and adds the valuable Second Wind for stamina regeneration in combat. He has every basic Weapon and Shield talent, plus Juggernaut and Carapace from the high-level chain. If Brogan's Shield talents can't slow down the enemy's attacks, he can become invulnerable for a moderate duration with Carapace and suck up more damage. On offense, Overpower and Assault can do a number on a foe. Brogan's pure tanking abilities are better than the runic golem's, though the golem has more health and armor. It's a great luxury to have in the final Amgarrak battles.

SPOILER ALERT!

You complete the party when you rescue Brogan from the blue lyrium stream. Brogan is another tank, and you can't have enough of them in the brutal Amgarrak battles. With the extra companion, your fights might go more smoothly—then again, they might not; this is Amgarrak, after all!

Deep Roads Grotto



- 1 = Genlock Alpha, Genlock Emissary, & Hurlock
- 2 = Shrieks
- 3 = Shrieks
- 4 = Arcane Horror & Revenant
- 5 = Ravenous Enraged Corpses

- 1 = Dead Dwarves
- 2 = Old Sack
- 3 = Maimed Corpse

- 1 = Runic Golem

- 1 = Rune Anvil
- 2 = Golem Control Rod

- X = Trap

Runthrough (Deep Roads Grotto)

Summary: Discover the entrance to long-lost Amgarrak.

1. Enter the Deep Roads Grotto.

2. Discover a triggered trap.

3. Discover the dead dwarf party.

4. Battle the first enemy group.

5. Identify the fire trap.

6. Eliminate the shrieks.

7. Find the deactivated runic golem.

8. Recover the golem control rod to activate the runic golem.

9. Notice the spectral shrieks that disappear.

10. Discover another dead body along the trail.

11. Watch the scared deepstalkers flee.

12. Defeat the arcane horror, revenant, and ravenous enraged corpses.

13. Chase the ghostly dwarf.

14. Discover the gates to Amgarrak.

Deep Roads Grotto Cheatsheet

Main Plot Quest
In Search of Amgarrak

Important NPCs
Jerrik Dace
Runic Golem
Snug the Bronto

Key Items
Chasind Arm
Golem Control Rod
Mage’s Running Boots

Enemies
Arcane Horror

Genlock Alpha
Genlock Emissary
Hurlock
Ravenous Enraged Corpses
Revenant
Shrieks

Side Quests
None

1



You join Jerrik and his pet bronto, Snug, on the outskirts of the Deep Roads Grotto. Jerrik's brother, Brogan, is lost inside the ancient dwarven stronghold, Amgarrak. Jerrik has asked you to aid him on his quest to find his brother.

2



A short distance down the path, you spot a triggered trap and a dead body. This is your first clue that things in Amgarrak will be deadly, to say the least. You have to be on top of your game to survive the perils ahead.

3



In the next chamber, you get another reminder of the dangers in and around Amgarrak. An entire

dwarven party lies dead on the stone floor. Raid the unfortunate dwarves for more runes, a potent health poultice, and the Chasind Arm.

4



Slow up after the dead dwarves and creep up to the next corner. Your first enemy group—a hurlock, genlock alpha, and genlock emissary—wait around the turn. Prepare an AoE spell to wing around the corner (if you're a mage), or send Snug forward to draw them out into your ranged fire. Snug should Charge at the genlock emissary to disrupt any spellcasting, and you and Jerrik should double-team the hurlock and then the genlock alpha. As long as you keep the genlock emissary occupied, combat should go well; it's just a warm-up for the more difficult encounters ahead.

5



Follow the path down to the next chamber, but stop a few paces from the entrance. A fire trap bars the way, and if you go slowly enough, Jerrik will detect it. However, you can't disarm this trap. Once you step through the threshold, a Fireball explodes in the area. To avoid damage, send Snug at a dead run into the chamber to trigger the trap and leave the other two companion unscathed farther back in the tunnel.

A strange mist billows around this chamber. It won't harm you; rather, it helps you when it parts to reveal the direction you should next go.

6



A group of shrieks appears in the center of the chamber immediately following the explosion. Sic Snug on one of them while you and Jerrik double-team one shriek at a time until they all fall.

7



Take the southern passage to find the runic golem chamber. Examine the golem, and you'll discover that its golem control rod is missing. You'll have to retrieve that to activate the golem. Look for

a old sack on the wall opposite the runic golem and stock up on more runes for your armor and weapons.

8



Follow the parting mist as it leads you up to the chamber with the golem control rod. Next to the control rod is a rune anvil, which enables you to slot runes into your special armor pieces and weapons. As you approach the golem control rod, a shriek group materializes behind you. Swing around and tackle them with the same tactics you used on the first shriek group. When you're ready, return to the runic golem and use the golem control rod to activate the golem and gain a strong companion.

Take some time after the shriek fight to slot all your runes at the rune anvil. If you imported a character with plenty of runes in the party inventory, you'll have lots of options. Pay particular attention to Jerrik's Dumat's Spine sword and Dumat's Claw dagger; both those weapons have empty rune slots, and you can significantly increase Jerrik's offense by filling the slots.

9

 Head east and into the tunnel leading out of the mist-filled chamber. Another group of shrieks appears farther down the tunnel, but there's something strange about this appearance. A bluish glow surrounds the shrieks, and they vanish as quickly as they appeared. It's a mysterious occurrence that you'll see often inside Amgarrak.

10



A maimed corpse lies in the tunnel as you head north. Pick up more poultices, potions, and salves, plus the Tier 8 Mage's Running Boots.

11



To set your nerves more on edge, a swarm of deepstalkers runs out of the next area and passes through the legs of your party. What could cause the vicious deepstalkers to flee in terror?

12



Your most challenging encounter in the Deep Roads Grotto pits you against an arcane horror, a revenant, and their ravenous enraged corpse servants. As tempting as it might be to charge in and tie up the arcane horror, its platform is surrounded by three paralyzation traps. To reach the arcane horror, you'll have to do an end run around the left side and through the revenant, or rush Jerrik ahead to disarm one of the traps before the others charge in. Match Snug up against the arcane horror, and use Taunt if the horror attempts to break free and cast a spell elsewhere. Order the runic golem to blast the corpses with its Chain Lightning, then engage the revenant to keep it at bay. You and Jerrik can clean up the corpses and then move on to help whichever tank needs more assistance first. With a little persistence, and healing from whatever source you can draw upon, your party will prevail.

13



Continue to the northwest. A ghostly dwarf in the distance runs away as you approach. The ghostly dwarf has the same blue glow as the shrieks you saw before. The mystery deepens.

14



As you chase down the ghostly dwarf, you come upon the entrance gate to Amgarrak. When you've fully explored the Deep Roads Grotto, enter Amgarrak and the deadly perils ahead.

Amgarrak



- 1 = Golem Sentinels & Golem Watchers
- 2 = Phantasmal Crossbowmen, Phantasmal Shadow, & Phantasmal Warrior
- 3 = Warped Watcher (Blue Lyrium Stream)
- 4 = Corpses & Twisted Sentinel (Blue Lyrium Stream)
- 5 = Twisted Sentinels & Warped Watcher (Blue Lyrium Stream)
- 6 = Devouring Corpses & Mangled Corpses (Blue Lyrium Stream)
- 7 = Enraged Sentinels and Enraged Watchers
- 8 = Sentinels
- 9 = Phantasmal Crossbowman, Phantasmal Warrior, & Primal Phantasm
- 10 = Phantasmal Shadow, Phantasmal Warriors, & Primal Phantasm
- 11 = Warped Watchers (Purple Lyrium Stream)
- 12 = Devouring Corpses & Shambling Corpses
- 13 = Watchers
- 14 = The Harvester

- 1 = Chest
- 2 = Chests (Blue Lyrium Stream)
- 3 = Chest (Blue Lyrium Stream)
- 4 = Pile of Bones
- 5 = Tattered Note (Ancient Writings codex)
- 6 = Chest
- 7 = Chest (Blue Lyrium Stream)
- 8 = Chest (locked)
- 9 = Chest (Blue Lyrium Stream)
- 10 = Tattered Note (Blue Lyrium Stream)
- 11 = Chest (Blue Lyrium Stream)
- 12 = Chest
- 13 = Scattered Notes (Purple Lyrium Stream)
- 14 = Chests (Green Lyrium Stream)
- 15 = Chests (Green Lyrium Stream)
- 16 = Darion's Body
- 17 = Chest

- 1 = Brogan

- 1 = Darion's Journal Entry
- 2 = Blue Lyrium Stream Switch
- 3 = Purple Lyrium Stream Switch
- 4 = Darion's Journal Entry
- 5 = Normal Lyrium Stream Switch
- 6 = Green Lyrium Stream Switch
- 7 = Darion's Journal Entry
- 8 = Darion's Journal Entry
- 9 = Darion's Journal Entry
- 10 = Normal Lyrium Stream Switch
- 11 = Red Lyrium Stream Switch
- 12 = Normal Lyrium Stream Switch
- 13 = Normal Lyrium Stream Switch

- = Blue Lyrium Stream Barrier
- = Purple Lyrium Stream Barrier
- = Red Lyrium Stream Barrier

Runthrough (Amgarrak)

Summary: Find Brogan and solve the mysteries of the lyrium streams.

1. Enter Amgarrak.

2. Get your first glimspe of the Harvester.

3. Battle the golem sentinels and golem watchers.

4. Meet up with a delirious Brogan.

5. Survive the phantasmal creatures to read Darion's Journal.

6. Flip the blue switch and enter the blue lyrium stream.

7. In the blue lyrium stream, confront the warped watchers.

8. In the blue lyrium stream, recruit Brogan.

9. In the blue lyrium stream, earn extra loot by taking on the twisted sentinel.

10. In the blue lyrium stream, fight through the warped watcher and twisted sentinels.

11. In the blue lyrium stream, smash the devouring and mangled corpses.

12. Flip the purple switch and enter the purple lyrium stream.

13. Enter the green lyrium stream to access the treasure vault.

14. In the purple lyrium stream, approach the second lyrium well.

15. In the purple lyrium stream, defeat the warped watchers and use Darion's code to enter the red lyrium stream.

16. Discover Darion's body and final words.

17. In the red lyrium stream, cut through the corpses and enter the forge.

18. Slay the Harvester.

Amgarrak Cheatsheet

Main Plot Quest
Amgarrak's Secrets

Important NPCs
Brogan

Key Items
Golem Research Notes
The Reaper's Cudgel
Sash of Forbidden Secrets
High Regard of House Dace Amulet

Enemies
Devouring Corpses
Enraged Sentinels
Enraged Watchers
Golem Sentinels
Golem Watchers
The Harvester
Mangled Corpses
Phantasmal Crossbowmen
Phantasmal Shadow
Phantasmal Warriors
Primal Phantasm
Sentinels
Shambling Corpses
Twisted Sentinels
Warped Watchers

Side Quests
None

1

 After you enter Amgarrak, a strange magical barrier seals the gates to the Deep Roads. For better or worse, you must solve Amgarrak's mysteries and combat the horrors that lie within.

2



Descend the steps and peer into the gloom ahead. A strange, disfigured creature flees as you approach and leaves behind a bloodstain on the floor. Try as you might, you can't catch it yet, and its bloody trail will lead you through Amgarrak, hinting at the gory events to come.

A blue barrier blocks the doorway to the south; flip the switch by the first lyrium well (map location 6) to bypass it. A purple barrier blocks the doorway to the west; flip the switch behind the blue barrier (map location 12) to bypass it.

The Lyrium Streams



SPOILER ALERT!

The Amgarrak dwarves teamed up with a Tevinter mage to tap into the near-limitless power of lyrium energy. They hoped to harness the power to recreate the legendary Caridin's golems, but something has gone horribly wrong. Reality phases maddeningly inside Amgarrak. Creatures and items exist in different lyrium streams. In the normal stream, you might see golem sentinels, but you won't see twisted sentinels occupying the same space but in a separate lyrium stream. Chests in one stream won't be accessible until you shift into the same stream. Fortunately, the dwarves built switches around the fortress that shift you between the lyrium streams. Access the blue switch and you phase into the blue lyrium stream; access the same switch again and you phase back to the normal lyrium stream. You'll find blue, purple, and red barriers blocking areas around Amgarrak. To enter a new area, find the appropriately colored switch, phase into that colored lyrium stream, and pass through the same colored barrier. In general, you need to phase into the blue lyrium stream first, then the purple stream, and finally the red lyrium stream.



You must head north out of the central crossroads chamber (west is blocked by the purple barrier, and south is blocked by the blue barrier). The next room holds your first major challenge inside Amgarrak. Two golem sentinels and two golem watchers animate as you reach the room's midpoint. They rely on standard golem talents, similar to what your runic golem has in its arsenal, and they attempt to continuously stun and knock back your party members to keep them from counterattacking. To avoid getting caught in the crossfire of hurled boulders, send the runic golem into the room while the rest wait in the corridor outside. The runic golem triggers the enemy golems and, even if they hit it with a boulder or two, the runic golem will shrug them off and make it back into the corridor. Position the runic golem and Snug at the archway to create a choke point to hold all the enemy golems out. Rain down spells on the enemy golems and tap into Jerrik's poisons to bolster damage. If you have any healing, focus on the two holding the archway and slowly you'll chip away at the enemy golems' health one by one. After the fight, you can loot the one chest in the normal lyrium stream, but you'll have to come back for the other chest in the blue lyrium stream.

Another rune anvil rests in the golem room. Slot whatever new runes you've acquired, or re-slot previous armor and weapon pieces, to upgrade your party's gear. Remember that you can return here throughout your adventures in Amgarrak.



Follow the corridor in the direction that the Harvester originally fled. The corridor winds around, and suddenly you'll see a dwarf surrounded by a blue glow. It's Brogan, Jerrik's lost brother, but he's out of phase, trapped in the blue lyrium stream. You must reach the blue switch near the first lyrium well and enter the blue lyrium stream to break through to Brogan.

5



In the next chamber, explore the area until you uncover an entry in Darion's Journal near the center

of the room. Phantasmal creatures materialize around you. Standard tactics should take care of them without much incident. Look out for the phantasmal warrior; he's at boss level strength and will require at least two party members on him at all times to finally bring him down. Before you leave, pick up the Ancient Writings codex entry from the Tattered Note on the floor, and some loot from the pile of bones and chest in the corner.

6



Continue to the southwest and through the next empty room (which won't be empty on your return trip in the blue lyrium stream). Enter the lyrium well room to the south. The blue switch rests in front of the lyrium well. Open the chest to the right of the switch, flip the switch and enter the blue lyrium stream, and then you have access to the chest on the left. The Harvester that you've been following disappears through a wall crevice, and it's gone until you reach the forge at the end of the adventure.

7



Return to the previous room. Now that you're in the blue lyrium stream, two warped watchers intercept you. Keep ranged attackers at the battle's edge; however, be prepared to defend anyone that gets sucked toward the warped watchers via their Pull ability. With only two enemies, you should be able to tank the runic golem on one and Snug on the other. Support from you and Jerrik on one warped watcher at a time brings the battle to a swift conclusion. Be sure to open the nearby chest and pick up the Tattered Note now that you're in the blue lyrium stream.

8

 While in the blue lyrium stream, return to where you first met Brogan. You can now communicate directly with Jerrik's brother. He's lost a few screws upstairs from his time trapped in the alternate lyrium stream, but Jerrik wants to take care of him, and Brogan does make an excellent warrior tank, so ask him to join your party and add another blade to the battles.

9

 This side chamber is entirely optional, but you gain extra loot and one of two shots at the runic

golem Group Heal upgrade. If you choose to risk the danger, enter the chamber in the blue lyrium stream and wait for the twisted sentinel and its surrounding corpses to rise from the dead. Hold your ground in the chamber's center, where you can set up a perimeter of more durable party members protecting the more vulnerable party members in the narrow walkways. If you have a mage, drop a potent AoE spell, such as Blizzard or Inferno, on the top part of the room and encompass the twisted sentinel and several corpses. Given time, you'll cut them down and be able to access the chest on the right. To open the chest on the left, you must return to the blue switch, exit the blue lyrium stream, and return to the chamber to open the normal chest and obtain the Group Heal upgrade for the runic golem. Several watchers appear in the normal lyrium stream and attack. Use the same tactics as with the first golem fight, though this time you'll pin them in the narrow walkways rather than the outside corridor.

10



Return to the first golem room while inside the blue lyrium stream. This time a bunch of twisted sentinels and a warped watcher occupy the dimensional space. With Brogan's berserker and reaver specializations, plus his tank muscle, you should have a little more oomph in the battle. Send one of the tanks at the warped watcher to disrupt its Pull ability, and fan out to engage all the twisted sentinels at once. Use the runic golem's Group Heal talent often (or any other healing you have on hand) and make it a priority to disrupt any big spells the tainted sentinels attempt to cast. Remember to search all the chests in the blue lyrium stream, especially the center chest on the east wall, which contains an upgrade to the runic golem that bumps it up two levels and gives you six attribute points to spend.

11



Continue in the blue lyrium stream to the original chamber and prepare for more corpses rising from the ground. Compared to recent fights, this one will go smoothly as long as you don't let the corpses overwhelm any one party member.

12



Pass the blue barrier in the south and look for another Darion's Journal entry to the left of the purple

switch. Read the journal, then flip the switch and enter the purple lyrium stream. Scattered Notes now appear to your right, which give you more insight into the Ancient Writing codex entry.

13



This is another optional chamber. Now that you have access to the purple lyrium stream, you can double back to this room and ascend the stairs into the treasure vault. Five treasure chests line the walls, but you can't access them until you enter the green lyrium stream. Access the switch to your left and you slip back into the normal lyrium stream. When you walk across the vault to the touch the green switch on the far side, the enraged sentinels and enraged watchers in the chamber activate and attack. By now you should have your golem fighting down pat; retreat to the corridor to avoid the constant stunning and set up a defensive choke point at the doorway to limit the enemy golems' offense. Once you've beaten the golems, phase into the green lyrium stream and raid the chests. You'll score many items, including runic golem upgrades for Group Heal (if you don't already have it) and Tempest, as well as the Reaper's Cudgel.

You can slip into the green lyrium stream by flipping the green switch. This will temporarily phase you out of the golems' reality for a slight reprieve, but you can't leave the vault until you phase back into normal reality, where the golems will be waiting.

14



In the purple lyrium stream, return to the original chamber and head west into the second lyrium well room. There are three more exits out of the well room: north leads to the red switch and is blocked by a purple barrier, southeast leads to Darion and has no barrier, and southwest leads to the forge and is blocked by a red barrier. If you drop back into the normal lyrium stream, be on the lookout for two phantasmal enemy groups that will ambush you around the lyrium well.

15



In the purple lyrium stream, pass through the barrier in the north and enter the red switch chamber. Two warped watchers guard the switch. Charge into the chamber after them, and with your newfound healing ability, the fight should favor your party in a matter of moments. Flip the switch to drop back into the normal lyrium stream and read Darion's Journal on the table to the north.



Now you have a choice: you can puzzle out the code to the red switch or you can seek out the answer with Darion.

SPOILER ALERT!

If you want to jump directly into the red lyrium stream, press the glowing runes in the following order: yellow, magenta, white, and cerulean. This allows you to activate the red switch in the room's center.

If you want to find out what happened to Darion, continue in the normal lyrium stream down to the southeast corner of the well room (map location 16).

16



When you enter this chamber, you discover that Darion didn't make it. His dead body, along with his final notes, lie on the floor, and his protectors, the sentinel golems, activate to try and keep you from him. Retreat through the door if necessary and slug it out with golems one last time. When the dust settles, read Darion's final journal entry, collect Darion's Notes for the red switch code, and raid the chest in the back of the chamber for the Sash of Forbidden Secrets (an ideal belt for mages, especially those practicing blood magic).

You earn the High Regard of House Dace amulet when you gather all the research notes in Amgarrak.

17



In the red lyrium stream, proceed to the southwest section of the lyrium well room and battle through a few more corpses before you pass through the red barrier. It's your last battle before the final encounter.

You're about to enter the forge and challenge the Harvester one on one, so make any last party preparations now.

18





You finally track the Harvester down to the forge. Your discoveries have revealed that the Harvester is an abomination caused by horrible magical experiments performed by the dwarves and Tevinter mage in Amgarrak. The sinewy creature you've been following this whole time slithers across the forge floor and joins with a bigger, massive body that you fight to start the battle.

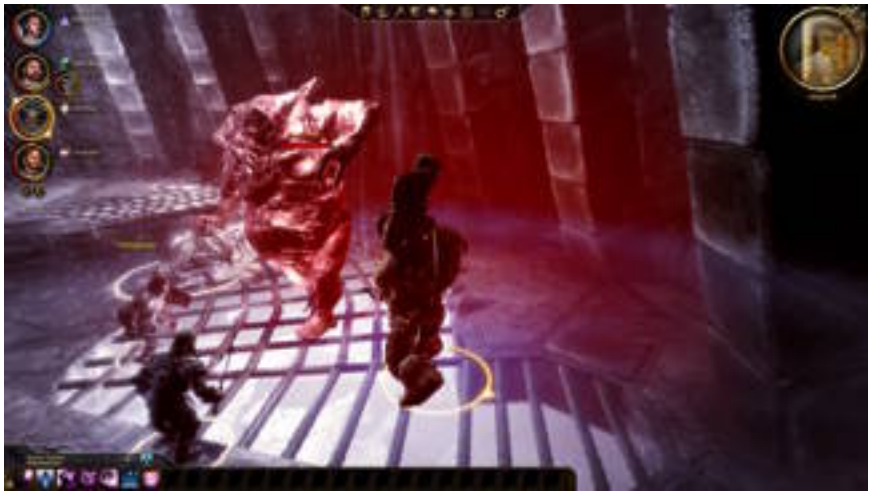
 To overcome the Harvester, you must win twice. First, defeat the Harvester's bulky form and force it back to the smaller form. Second, defeat the smaller, more agile form. To make the battle challenging, the forge slips back and forth between the normal lyrium stream and the red lyrium stream. In the red lyrium stream, the Harvester cannot be harmed by physical attacks; you have to rely on magic. Fortunately, the nearby switch reverts the forge to normal reality. At the start of the fight, send one of your party members with ranged attacks to stand next to the switch. As soon as the forge shifts into the red lyrium stream, switch it back to normal reality so that all your attacks make an impact.





The Harvester is a formidable foe. Besides its massive health, it can rip out its own entrails and toss them at a target for an AoE explosion, or it can pull off a limb and swing it around as club for major damage. During the battle, corpses come to its aid. Concentrate on the Harvester and deal with corpses with powerful talents that might fizzle on the Harvester, such as Crushing Prison and Slam.





Don’t let the Harvester isolate any one party member or it will do a number on the unfortunate soul. Surround it with your tanks and heal as soon as you reach two-thirds or half health; the Harvester can quickly deal massive damage, so stay near peak health to avoid dying quickly in combat. Talents like Second Wind and stamina potions are very helpful in the long fight, and poisons and grenades can help pile damage on the Harvester or eliminate pesky corpses quickly.





Eventually, you'll cause enough damage to force the Harvester out of its massive form and into its dextrous form. In its second form, the Harvester doesn't deal nearly as much damage with each hit, but it dances around the forge and makes it difficult to lock on to it for long. In the second part of the battle, more corpses arrive to harass the party, and some of those corpses are nearly boss-level on their own. Don't neglect them or you'll find one of your party members dying while you focus on the Harvester.





As the Harvester dashes around the forge, fire off ranged attacks to hit it no matter where it goes. Snug and the dwarves are much faster than the golem; send them to slow it down and hopefully pin it long enough for the runic golem to arrive and lend heavy damage support.





Pour on the damage and keep up the healing. Because you don't have to worry so much about the Harvester's damage, thin the corpses out as they arrive so that they don't swarm and overwhelm you.





If you can land a Paralyze spell or a stun, pin the Harvester down and get in your licks. Eventually, your superior damage will beat its tricky combat moves. The whole place comes tumbling down as the forge shakes apart, and Amgarrak's secrets disappear with its collapsing stones. Only your party bears witness to the terrible tragedies that occurred in Amgarrak, but at least you were able to rescue Brogan and save one poor soul from damnation.

"The Golems of Amgarrak" Achievements

Title	Description	Xbox Gamerscore	PS3 Trophy
A Secret Stitched Together	Gather all of the research notes in Amgarrak	25	Bronze
Grim Reaper	Defeat the Harvester on Hard or Nightmare difficulty	25	Bronze
Reaper	Defeat the Harvester	25	Bronze

Golems of Amgarrak Special Items

You can unlock the following three Amgarrak items in both Dragon Age: Origins and Awakening:

Sash of the Forbidden Secrets
Type: Belt
Earned: By completing the "Reaper" achievement
Abilities: +6 Willpower, +6 Spellpower, Improves Blood Magic, +15 Mental Resistance

The High Regard of House Dace
Type: Amulet

Earned: By completing the “A Secret Stitched Together” achievement
Abilities: +6 Cunning, +7% Melee Critical Chance, +1 Stamina Regeneration in Combat (+2 Stamina Regeneration in Combat in Awakening), +50 Stamina, Chance to Avoid Missile Attacks

The Reaper’s Cudgel
Type: Mace
Earned: By completing the “Grim Reaper” achievement
Abilities: Damage: 8, Critical Chance: .80%, Armor Penetration: 8, Rune Slots: 3, +4 Strength, +1 Armor, +4 Damage, Chance to knock target back

Witch Hunt

Morrigan is caught up in controversy once again, and it’s up to you to see through the lies and uncover what is really happening with the mysterious mage. Before you can track down your previous companion, you have a choice to create a new character or import an old character. It’s generally recommended that you use one of your existing characters if you have one. You’ll begin with a lot more equipment (and runes and potions, if you stocked up on them). However, if your original Grey Warden wasn’t a rogue, and you would like one on the adventure (there are no rogue NPCs), feel free to create one.

Dog



Your faithful Mabari from your previous adventures makes an encore appearance at the start of this adventure outside Flemeth’s Hut. You have one talent point to spend on Dog (or whatever you

choose to name your Mabari hound). You can enhance one of Dog's Warrior chains, including the powerful Second Wind, or gain its canine Shred talent. As he did in your original adventures, Dog serves as an excellent damage-dealer and can save companions in danger with talents such as Overwhelm and Dread Howl.

On the trail of Morrigan, you meet Dog and an elven warrior, Ariane, in the Korcari Wilds. Your combat approach in the early goings depends on the spec of your Grey Warden. If you're a warrior, you may want to tank while Ariane and Dog chip in with damage. If you're a mage, let Ariane and Dog charge forward while you cast AoE spells from the back and heal when necessary. If you're a rogue, it'll be up to you, Dog, and Ariane to ramp up the damage and survive on your offensive talents.

Ariane



SPOILER ALERT!

The woman seen at Flemeth's Hut by your scouts turns out to be Ariane, an elven warrior sent by her clan to retrieve an ancient book stolen by Morrigan. Ariane joins your party at Flemeth's Hut, and lends her superior offensive talents to the group.

With almost all the basic Warrior talents and the high-level talent Second Wind, Ariane can do a little bit of everything in combat. Not a pure tank, Ariane can draw attention in combat with Threaten or Taunt, and by piling on the damage. She has all of the basic Dual Weapon talents, plus the high-level Twin Strikes and Find Vitals talents. With two longswords in hand—Girl's

Best Friend and Rain of Petals—Ariane pounds away at enemies and makes each battle end that much quicker.

SPOILER ALERT!
Once you reach the library at the Circle Tower, Finn joins the party and you're complete. You now have a warrior, melee DPSer, healer mage, and whatever class your Grey Warden has pursued. You definitely have lots of offense, and Finn can heal well enough to maintain a disciplined party that isn't running amok.

Finn



Finn is more than a librarian; he's a fully specced healer and offensive mage. He can rely on his spirit healer spells, or his Heal and Regeneration, to keep companions alive. Earthquake, Petrify, and Winter's Grasp supply Primal school power. The Heroic chain in Creation can provide various buffs to the party, with Haste significantly increase the party's combat speed. His Glyph chain comes in handy, especially Glyph of Paralysis to freeze enemies in place, or Glyph of Repulsion to knock enemies back. Finn's lone Spirit spell, Mind Blast, stuns nearby enemies and gives him a chance to escape when surrounded. You can't ask for much more than what this young mage already has in his arsenal.

The four of you will have to battle through all the adversaries and find Morrigan. You'll cross all of Ferelden to discover the clues to the mysterious Eluvian, and you'll leave Ferelden altogether to finally confront Morrigan. Will you bring your former companion to justice, or side with her when all is on the line?

"Witch Hunt" wraps up the *Dragon Age: Origins* storyline as you finally meet up again with Morrigan. To find out how it all ends, download the adventure and begin your story in the "Other Campaigns" menu page.

Deep in the Wilds



- 1 = Genlock, Hurlock Emissary, & Shriek
- 2 = Hurlocks

Runthrough (Deep in the Wilds)

Summary: Investigate Flemeth's Hut in the Korcari Wilds.

1. Enter Deep in the Wilds.

2. Proceed to Flemeth's Hut.

3. When you exit Flemeth's Hut, darkspawn attack.

Deep in the Wilds Cheatsheet

Main Plot Quest
In Search of Morrigan

Important NPCs
Ariane
Dog

Key Items
None

Enemies
Genlock
Hurlock Emissary
Hurlocks
Shrieks

Side Quests
None

1



Your scouts in the Korcari Wilds have spotted a strange woman lurking about Flemeth's Hut. After hearing the report, you believe it best to check out the Wilds yourself in case Morrigan is back home. When you arrive outside Flemeth's Hut, Dog (or whatever you have named your Mabari hound) joins you in search of your former companion.

2



SPOILER ALERT!

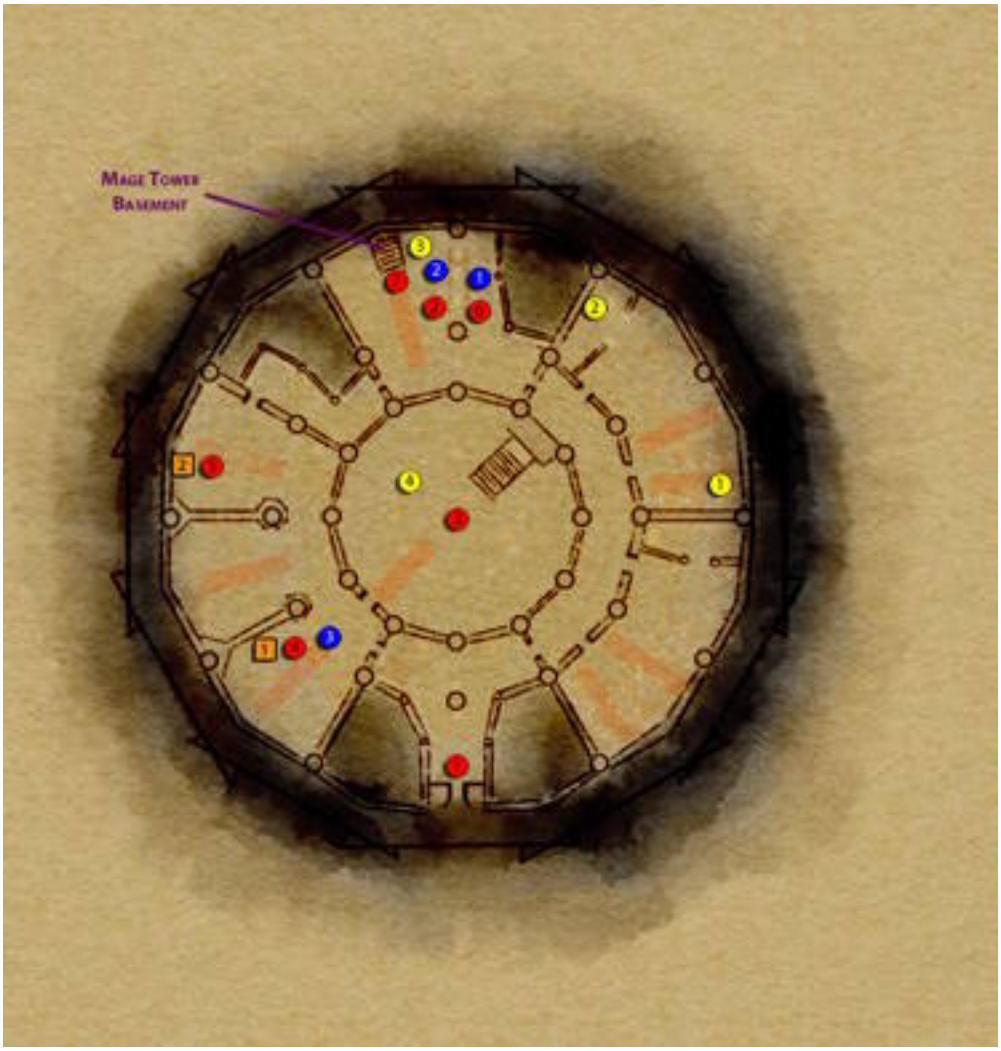
Inside the hut, Dog senses someone else. You confront the intruder and discover a warrior elf, Ariane, hiding in the shadows. Ariane seeks Morrigan, who she claims has stolen ancient magical tome from her clan. The elf warrior will do anything to hunt down the stolen lore, including joining your party.

3



When you exit Flemeth's Hut, darkspawn have moved into the area and set up an ambush. To your right, hurlocks gather for a charge. To your left, a hurlock emissary prepares spells while a genlock and shriek guard it. Disrupt the hurlock emissary spellcasting immediately, either through a spell like Crushing Prison or stunning talent; alternately, send Ariane and Dog charging up the hill to cut down the hurlock emissary quickly with their potent offenses. The darkspawn swarm around you; hold your ground and support each other by concentrating on one enemy at a time until they all fall. Now it's off to the Circle Tower to follow up on Ariane's only lead: perhaps the Circle's vast library will have knowledge of her clan's missing book.

Apprentice Quarters



- 1 = Chest
- 2 =Chest
- 3 = Chest
- 4 = Bad Luck Charm & Letter of Payment

- 1 = Hadley
- 2 = Sandal
- 3 = Finn

- 1 = A Catalog of Elven Relics
- 2 = Translating Elven Languages

Runthrough (Apprentice Quarters)

Summary: Search for another clue at the Mage Tower.

1. Enter Apprentice Quarters in the Circle Mage Tower.

2. Visit Sandal.

3. Search the library index for the two books you need.

4. Check out “A Catalog of Elven Relics” book.

5. Retrieve the “Translating Elven Languages” book.

6. Speak with Hadley again.

7. Enter the Mage Tower Basement.

Apprentice Quarters Cheatsheet

Main Plot Quest
In Search of Morrigan

Important NPCs
Finn
Hadley
Sandal

Key Items
None

Enemies
None

Side Quests
None



Because of your past history with the Circle Tower (you saved the whole place, after all!), the new Knight-Commander Hadley (filling in for Knight-Commander Greagoir) grants you full access to the first floor and its magnificent library. The impressive book collection has what you need; you just have to find it.

2



Follow the knight-commander to the opposite side of the floor. He introduces you to an old friend,

Sandal. Bodahn's son sells wares while his father is away on business, and Sandal also enchants your armor and weapons for free. Be sure to browse through the Sandal's Goods shop to upgrade your gear and stock up on potions and runes. Slot your companions' armor and weapons with Sandal's handy enchantment ability. Feel free to raid the chest behind Sandal for more goodies.

3



Proceed to the center of the Apprentice Quarters, where the library index organizes the mages' complete book collection. To read a book, you must first review what exists in the index, which unlocks the corresponding book on the library bookshelves. There are a lot of fun surprises in the books, including a Bad Luck Charm and Letter of Payment in the School of Entropy section that gives you extra loot if you can get into the locked apprentice dorms in the corridor to the right of the entrance. Read through the four parts of the index to unlock the two books you need to continue on the main storyline.

4

 Look for the “Mysterious Artifacts” section in the library that is now visible. Find the “A Catalog of Elven Relics” book on the shelf. Ariane recognizes some of the characters on the page, and knows that it’s associated with the missing tome, but you won’t be able to understand this book without a proper translation.

5



Head over to the “History” section in the library. Find the “Translating Elven Languages” book on the shelf. This second book helps you unlock the secrets of the first book.



Return to the “A Catalog of Elven Relics” book and begin to read about the elven word “Eluvian.” Before you can puzzle out anything solid, Finn, a mage knowledgeable about Eluvian mirrors, interrupts and eventually helps you translate the tome. He insists there is more to learn from a talking statue in the basement and offers to tag along.

6



You must ask Hadley's permission to enter the basement. At first, he's reluctant; something is wrong with the sentinels that guard the place, and it's dangerous for anyone to enter the area right now. When you offer to help clean up the mess, he hands you the Basement Key.

7



Explore the Mage Tower Basement for the next piece of information about the Eluvians. Equip

yourselves with Sandal's goods and expertise, and, when you're ready, descend the nearby stairs to the basement level.

Mage Tower Basement



- 1 = Corrupted Sentinels & Veil Tear
- 2 = Corrupted Sentinels & Veil Tear
- 3 = Corrupted Sentinels & Veil Tear
- 4 = Corrupted Sentinels, Robed Sentinel, & Veil Tear
- 5 = Corrupted Sentinels, Robed Sentinel, & Veil Tear
- 6 = Corrupted Sentinels, Robed Sentinel, & Veil Tear

- 1 = Chest (locked)
- 2 = Landmark Device
- 3 = Wooden Crate
- 4 = Chest
- 5 = Chest
- 6 = Wooden Crate

● 1 = Statue

Runthrough (Mage Tower Basement)

Summary: Fix the sentinels to speak with the statue and gain another piece of valuable information on the Eluvians.

1. Descend to the basement.

2. Defeat the sentinels and repair the first veil tear.

3. Explore the statue room.

4. Defeat the sentinels and repair the second veil tear.

5. Defeat the sentinels and repair the third veil tear.

6. Defeat the sentinels and repair the fourth veil tear.

7. Defeat the sentinels and repair the fifth veil tear.

8. Defeat the sentinels and repair the sixth veil tear.

9. Speak with the statue.

Mage Tower Basement Cheatsheet

Main Plot Quest
In Search of Morrigan

Important NPCs
Statue

Key Items
Vestments of the Seer

Enemies
Corrupted Sentinels
Robed Sentinels

Side Quests
None


Enter the basement and turn left at the first corner. Go straight and through the archway at the far end to find the first pair of corrupted sentinels.

2


The sentinels aren't too difficult to defeat *except* you can't kill them. The only way to "defeat" the sentinels is to destroy the local veil tear in the area. As soon as you reduce a sentinel to zero health, it temporarily deactivates and a veil tear appears in the area. Shift the whole party's

attention to the veil tear and deal as much damage as you can to it before the tear fades away. When it does, the deactivated sentinel returns to the battle at full health. Repeat the process until you deal enough damage to destroy the veil tear. When you do, the sentinels return to normal status and resume their duties as if nothing happened. They no longer threaten you.

3



Continue west and explore a room filled with long-lost artifacts, including the talking statue that Finn wants to question about the Eluvians. Unfortunately, the tears in the veil that affect the sentinels have also scrambled the statue's brain. To get some clarity about the Eluvians, you must cleanse the whole basement of veil tears. There are six veil tears, and you've destroyed one, so you have five more to go.

4



Enter the corridor to the north and tackle the next corrupted sentinel pair. Execute the same tactics you used on the first sentinel group to destroy the veil tear and return the sentinels to normal.

5



Repeat your attack pattern on the third set of corrupted sentinels. You have an extra sentinel in the mix; however, you should still be more than a match for them and the veil tear.

6



The fourth sentinel group is a little different. A robed sentinel lurks in the back and casts powerful spells, such as Fireball and Crushing Prison. It's very dangerous to attack the corrupted sentinels, or the veil tear, and allow the robed sentinel to slam you with spells. Rather, charge the robed sentinel and destroy it first. Unlike the corrupted sentinels, the robed sentinel will disappear when you destroy it, and then you can handle the corrupted sentinels as you've done with the earlier groups.

7



Repeat the same tactics on the fifth sentinel group as you did with the fourth group and destroy the veil tear.

8



Before you engage the sixth and final sentinel group, slip into the side chamber to your right and examine the chest. Inside you'll find some coins, a rune, and the Vestments of the Seer, a powerful robe for a mage looking for hefty bumps to magic, willpower, and defense.



The final battle to close the veil tears will tax your party's endurance. A robed sentinel, surrounded by corrupted sentinels, guards the next room on the right after the Vestment of the Seer room. The battle takes place inside the small room and outside in the corridor. As you defeat sentinels, the veil tear will sometimes materialize out of sight (in the corridor, or back in the room, depending on where you're battling the sentinels) and you'll have to hustle toward the veil tear to deal damage. You'll take a lot more blows in transition, so prepare your healing to make it through to the end.

9



With the final veil tear closed, the basement returns to normal. Head back to the statue and it will fill you in on what it knows about Eluvians. You now have to find the four Lights of Arlathan in Cadash Thaig and the shard of a broken Eluvian in the Elven Ruins. When you exit the Circle Tower, you'll have a choice to travel to Cadash Thaig or the Elven Ruins. It doesn't matter which one you choose first; you must have all the quest items before you can perform a ritual to track down Morrigan's unbroken Eluvian.

Cadash Thaig



- 1 = Shriek Alpha & Shrieks
- 2 = Deep Stalker Leader & Deep Stalkers
- 3 = Genlock, Hurlock Alpha, & Hurlocks
- 4 = Ancient Elven Guardian
- 5 = Hurlock & Hurlock Battle Mage
- 6 = Bronto
- 7 = Deep Stalker Leader & Deep Stalkers
- 8 = Ancient Elven Guardians
- 9 = Hurlock Battle Mage & Hurlocks
- 10 = Ancient Elven Guardian
- 11 = Bronto
- 12 = Genlock, Hurlock Battle Mage, Hurlock Berserker, & Hurlocks
- 13 = Ancient Elven Guardians

- 1 = Landmark Stone
- 2 = Chest
- 3 = Scrap of Paper
- 4 = Chest

- 1 = Pile of Bones (The History of Cad'halash)
- 2 = Pile of Bones (The History of Cad'halash)
- 3 = Chest (The History of Cad'halash)
- 4 = Light of Arlathan
- 5 = Light of Arlathan
- 6 = Light of Arlathan
- 7 = Light of Arlathan

Runthrough (Cadash Thaig)

Summary: Search the thaig for the four Light of Arlathan lanterns.

1. Enter the thaig.

2. Fight through the shrieks.

3. Dispatch the deepstalkers.

4. Examine the energy fluctuation.

5. Engage the genlocks and hurlocks.

6. Discover the first Light of Arlathan lantern.

7. Take out the hurlock battle mage.

8. Defeat the bronto.

9. Cut through more deepstalkers.

10. Discover the second Light of Arlathan lantern.

11. Battle another hurlock group.

12. Discover the third Light of Arlathan lantern.

13. Slay the second bronto.

14. Survive the genlock and hurlock ambush.

15. Discover the fourth Light of Arlathan lantern.

16. Exit the thaig.

Cadash Thaig Cheatsheet

Main Plot Quest
In Search of Morrigan

Important NPCs
None

Key Items
Light of Arlathan Lanterns

Enemies
Ancient Elven Guardians
Brontos
Deepstalker Leaders
Deepstalkers
Genlocks
Hurlock Alpha
Hurlock Battle Mages
Hurlock Berserker
Hurlocks
Shriek Alpha
Shrieks

Side Quests
The History of Cad'halash

1



Enter Cadash Thaig and gather the party near the first bridge. Finn asks Ariane for a drop of her blood to power a spell that can trace the Lights of Arlathan. You can cast the spell directly by targeting a spot, or Finn will cast it automatically if you approach one of the lanterns.

2



Shrieks led by a shriek alpha ambush you near the first landing. Stay on the bridge and keep an eye on any shrieks that slip past and go for Finn in the rear. Cut down the shrieks and carry on.

3



On the second landing, deepstalkers led by a deepstalker leader attack. It's another warm-up for the main battle ahead, and your party should vanquish the small deepstalker group quickly.

4



At the bottom of the next ramp you'll spot an energy fluctuation to your left. Stand in the energy fluctuation and your view shifts into the mystical realm where you can see energy balls gravitating toward the Lights of Arlathan. Follow these energy balls to find the next energy fluctuation or a Light of Arlathan lantern (every other energy fluctuation reveals a lantern).

5



Meet a hurlock alpha and its group head on at the next energy fluctuation. Ariane and Dog can take on the hurlock alpha, while you and Finn chip away at the other enemies. Clear the area and then step into the energy fluctuation to discover the location of the first Light of Arlathan up ahead.

6



The second energy fluctuation leads to the first Light of Arlathan lantern. Finn uncovers the lantern as you approach the spot where the energy balls collide with stone. As soon as you grab the lantern, however, an ancient elven guardian appears to stop you. The guardians can withstand heavy damage, and this warrior tries to cut down your party from behind. Turn around after you have the lantern, and match Ariane up against the ancient elven guardian with support.

7



A hurlock battle mage and its hurlock bodyguard hide in the side alcove to the southwest. As soon as you come into view, the hurlock battle mage begins to cast a powerful AoE spell. Interrupt the spell with a stunning talent or spell like Paralyze. Once you counter the big spell, the two hurlocks don't stand a chance.

8



Near the next energy fluctuation, a bronto charges your party. Corral it with your tank and gang up around it on all sides. The big beast only has a small chance of hurting your party if you apply sound tactics.

9



Deepstalkers swarm the next area near the treasure chest. Before you pick up some extra potions and a poison, sweep through the deepstalkers until they wriggle no more.

10

 After you obtain the second Light of Arlathan lantern, two ancient elven guardians attack. A ranged warrior fires from behind you, and as soon as you turn and charge toward him, a second guardian appears near the original lantern spot. Send Ariane after the first guardian, and you

or Dog after the second guardian. Finn can heal whichever side needs it, and eventually you'll outlast the guardians.

11



Farther up the trail another hurlock battle mage works with other hurlocks to obliterate you. Make the hurlock battle mage your priority; if you eliminate the mage, you can deal with the melee attacks and arrows from the other hurlocks. Tap Finn for healing.

12



You find the third Light of Arlathan near the final bridge. After you collect the lantern, the ancient elven guardian appears north of the lantern. This guardian is a mage, and if you can disrupt his spellcasting, you can cut him down in a matter of seconds.

13



Just past the next energy fluctuation, a second bronto hides in a small alcove. The beast will charge out and gore the first party member that crosses in front of it. Surround the bronto and whittle away.

14



As you round the next bend, a band of darkspawn lies in wait atop a dais to your right. A hurlock berserker and hurlock battle mage guide the other darkspawn in the attack; concentrate on the battle mage and berserker if you can wade through the bodies to get to them. Soften up the darkspawn with a large AoE spell and keep your party tight together as you deal with the melee combatants. Pick up the Cinch of Skillful Maneuvering in the chest up on the dais after the battle.

15



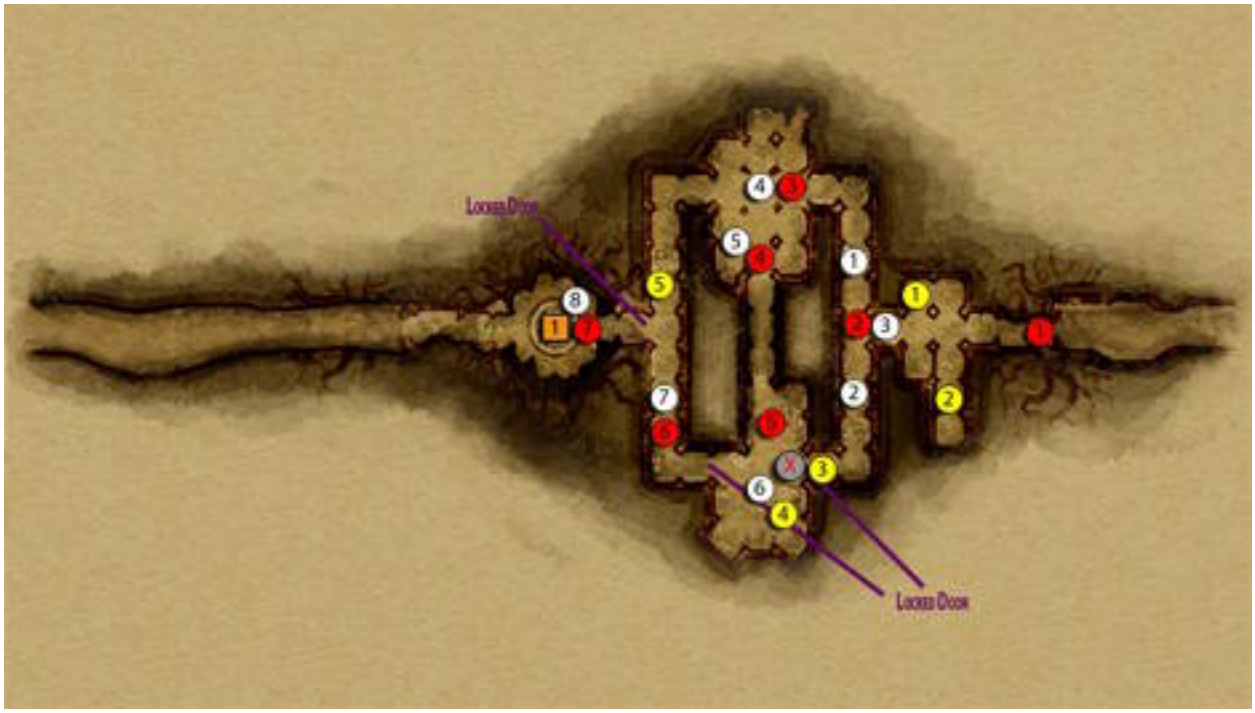
Two ranged guardians protect the final Light of Arlathan. Split your resources to bring them both down, but make sure that the mage receives attention from your companions who can stun. If you keep the spellcasting to a minimum, the mage guardian dies quickly, followed by the second elven guardian once you gang up on him.

16



Leave Cadash Thaig and venture across Ferelden to the Elven Ruins. With the four Lights of Arlathan in hand, you only need the mirror shard to complete the scrying ritual.

Elven Ruins



- 1 = Infected Elves
- 2 = Infected Elves
- 3 = Shrieks
- 4 = Infected Elves, Infected Key Master, & Shriek
- 5 = Shriek Alphas
- 6 = Infected Elves
- 7 = Shriek Alphas
- 8 = Lesser Shades

- 1 = Pile of Bones
- 2 = Landmark Corpse
- 3 = Pile of Bones

- 4 = Chest
- 5 = Rubble

- 1 = Shard

Runthrough (Elven Ruins)

Summary: Search the ruins for the Eluvian shard.

1. Enter the ruins.

2. Beat the infected elves' ambush.

3. Gain the key from the infected key master.

4. Watch out for the shriek alphas.

5. Avoid the trap and deal with the infected elves.

6. Defeat more shriek alphas.

7. Retrieve the shard and perform the scrying ritual.

Elven Ruins Cheatsheet

Main Plot Quest
In Search of Morrigan

Important NPCs
None

Key Items
Eluvian Shard
Sorrows of Arlathan longbow

Enemies
Infected Elves
Infected Key Master
Lesser Shades
Shriek Alphas
Shrieks

Side Quests
None


You enter the old Elven Ruins with little fanfare; there's nothing to bother you in the initial corridor and first chamber.

2


However, when you get to the main corridor, infected elves ambush you to the north and south. When you rush toward one side or the other, shrieks appear behind you and attack the rear. As much as you want to charge toward the ranged archers, stay with the shrieks so that you don't

overwhelm a single party member. After you slay the shrieks, fan out and take on the infected elves. Up close, the ranged archers won't be as effective and you can clear the corridor.

3



To pass through the locked door in the ruins, you need the key from the infected key master. Head north and track down the key master in the next large chamber. Battle the key master, infected elves, and shriek in the room. Keep your group together; otherwise, the shriek will attack an isolated companion and the elves will double-team any vulnerable party members. Once you eliminate the infected key master, gather the old bronze key so that you can reach the shard chamber.

4



Two shriek alphas also patrol the room with the infected key master. Just when you think that you've finished off all resistance in the room, the shriek alphas appear to take advantage of your weakened state. Heal up any wounds quickly and concentrate your efforts on one shriek at a time until they're both down.

5



In the chamber to the south, a Fireball trap triggers if you step anywhere near the eastern door. Avoid the trap and cut down the infected elves in the area.



Look for the Sorrows of Arlathan longbow in the chest in the southeast corner past the Fireball trap.

6



Face off against more shriek alphas in the corridor leading up to the shard chamber. Keep the shrieks in front of you and dip into healing if any companion's health gets low. Pound away at

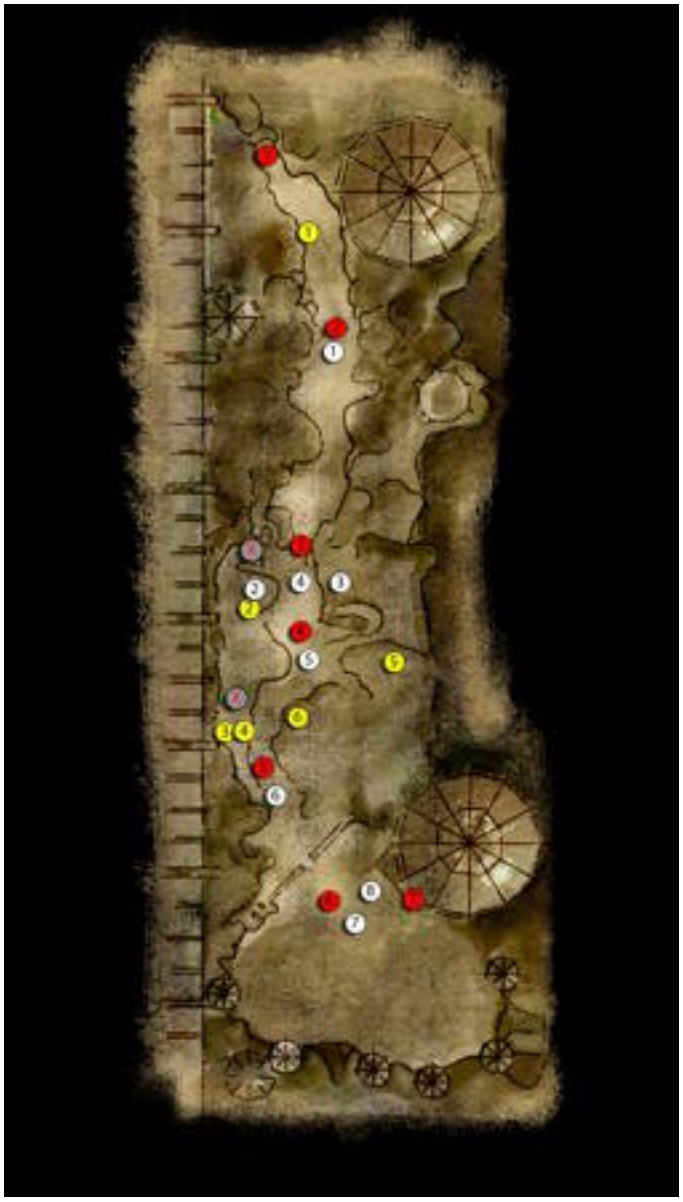
them with melee and any of your powerful talents; you'll have time to recover before the scrying ritual.

7



SPOILER ALERT!
As long as you have the four Light of Arlathan lanterns, you can pick up the shard in this final chamber and Finn will begin the scrying ritual when you're ready. Once you do, Finn is temporarily removed from your party, while the other three must protect him from materializing lesser shades. If you can beat back the lesser shades and give Finn time to complete the ritual, you'll discover that Morrigan has found an intact Eluvian in the Dragonbone Wastes. It's time to get answers directly from the mage.

Dragonbone Wastes



- 1 = Cultists & Dragonlings
- 2 = Cultist Archers
- 3 = Cultist Mage
- 4 = Cultists
- 5 = Drake
- 6 = Cultists
- 7 = Varterral
- 8 = Dragons

- 1 = Landmark Skull
- 2 = Chest

- 3 = Chest
- 4 = Barrel
- 5 = Chest (locked)
- 6 = Chest

Runthrough (Dragonbone Wastes)

Summary: Defeat the cultists and various dragons to reach the Nest.

1. Enter the Dragonbone Wastes.

2. Slash through the cultists and dragonlings.

3. Overcome the cultists' ambush.

4. Fight the drake.

5. Defeat more cultists.

6. Slay the Varterral.

7. Search for Morrigan inside the Nest.

Dragonbone Wastes Cheatsheet

Main Plot Quest
In Search of Morrigan

Important NPCs
None

Key Items
Dragonbone Cleaver

Enemies
Cultist Archers
Cultist Mage
Cultists
Drake
Dragonlings
Dragons
Varterral

Side Quests
None

1



Enter the Dragonbone Wastes and prepare for a host of dragon-loving cultists and their fire-breathing buddies. You'll face every kind of dragon in here, including one mutated dragon unlike anything you've ever seen before.

2



Two dragonlings flank a cultists group farther down the path. Hit the enemies with ranged attacks

and spells and soften them up as they climb the path toward you. Thin the herd by concentrating damage on the weaker cultists, and keep your companions strong with healing. By the time you can double-team the dragonlings, the beaten-up beasts drop quickly.

3



The cultists have set up an ambush in the canyon ahead. A cultist mage begins to cast on the rocks to your left as soon as you come into range, while cultists archers attempt to stun you on the right. Melee cultists charge up the center to keep you occupied. Battle back with ranged effects from your party; ideally, one or two to kill the cultist mage and enough to keep the archers busy while you deal with the melee cultists. Beware the traps on the trails leading up the cultist archers, and finish off the archers last with ranged damage or a direct assault after you've cleared a safe path to them.

4


During the chaos surrounding the cultist battle, a drake will be likely be drawn into the conflict (or you'll face it later). Don't let it corner one anyone or it'll rip that party member apart. Better to square off against it as a group, and prepare to heal often, especially if it uses its fire-breathing. Cold-based attacks and stuns work best against the drake.


When the drake falls, you can scour the area for treasure. One of the chests holds the Dragonbone Cleaver, a massive two-handed battleaxe.

5


Shred the final group of cultists. Heal up and make sure your party is fully prepared for the final battle ahead.

6





The Varterral poses the most difficult threat of the entire adventure. This huge, spindly creature leaps down to challenge you in the wide open courtyard in front of the Nest entrance. Even fighting the Varterral alone would be difficult, but as the battle rages on, dragon reinforcements arrive. Throughout the conflict, the enemies are in constant motion, leaping or flying to new positions on the battlefield, as they strive for a better tactical advantage.





Besides its punishing physical attacks, the Varterral delivers a paralyzing energy strike periodically, similar in scope to the mage's Crushing Prison. It also spits a slowing poison that coats a large area, making it troublesome for melee companions to chase down the Varterral after one of its leaps. In this final battle, spread out to minimize the impact of the Varterral's AoE spit and any stunning effects from the reinforcing dragons.





Hit the Varterral with your best offensive talents and spells. You can't pin it down with a tank; it will just leap away. Rather, send Ariane and Dog after the Varterral to deal melee damage as they can, and rely on ranged abilities to plunk away at the Varterral's health. If you can stun or Paralyze the Varterral, switch to all-out offense and get in as much damage as you can while it stands still.





When the other dragons arrive, concentrate your firepower on them. If you leave the dragons unchecked while you attend to the Varterral, the dragons' stuns and heavy damage attacks will erode your party's health too quickly. The dragons go down quickly compared to the Varterral, so deal with the dragons and then get back to chipping away at the Varterral.

7

 After you've slain several dragons, the Varterral's health will finally be low enough to land the killing blow. With the Varterral dead, you can now enter the Nest entrance and speak with Morrigan face to face.

Meeting with Morrigan





Enter the Nest and walk along the narrow path to the second island. You see Morrigan pacing in front of an active Eluvian. Approach until she notices you.



SPOILER ALERT!

Morrigan explains that great change is coming to the world, and she intends to step through the Eluvian to another realm beyond even the Fade where she will gain greater power. According to Morrigan, her mother Flemeth needs to be stopped, and she's the one to do it. Before she disappears, she leaves you with the elves' missing book so that Ariane can return it to her people.



SPOILER ALERT!

If you partook in the Dark Ritual with Morrigan during *Dragon Age: Origins* (see the Landsmeet walkthrough), you can ask about Morrigan's son. If you romanced Morrigan, you have the opportunity to accompany her through the Eluvian. Otherwise, Morrigan will go through the Eluvian on her own. If you don't believe Morrigan's explanation of recent events, you can choose to fight her, in which case you get the chance to stab her before she falls back and disappears through the Eluvian's magical portal. If you trust Morrigan, you can let her walk through the Eluvian and hope that she holds true to her word and returns to aid the Grey Wardens in the future.

"Witch Hunt" Achievements

Title	Description	Xbox Gamerscore	PS3 Trophy
A Time of Wood and Stone	Gather the lost lore of Cadash Thaig	25	Bronze
Through the Looking Glass	Complete the scrying ritual	25	Bronze
Varterral's Fall	Defeat the Varterral on Hard or Nightmare difficulty	25	Bronze
Witch Hunter	Complete "Witch Hunt"	25	Bronze

Witch Hunt Special Items

You can unlock the following four “Witch Hunt” items in both Dragon Age: Origins and Awakening:

Cinch of Skillful Maneuvering
Type: Belt
Earned: By completing the “A Time of Wood and Stone” achievement
Abilities: +1 to all attributes (+2 to all attributes in Awakening), +10% Spell Resistance (+14% Spell Resistance in Awakening), +10% Chance to Dodge Attacks (+15% Chance to Dodge Attacks in Awakening)

Dragonbone Cleaver
Type: Battleaxe
Earned: By completing the “Varterral’s Fall” achievement
Abilities: Damage: 16 (Damage: 18 in Awakening), Critical Chance: 4.80% (Critical Chance: 5.4% in Awakening), Armor Penetration: 6 (Armor Penetration: 7.5 in Awakening), Rune Slots: 3, +8 Willpower (+9 Willpower in Awakening), +5 Damage (+7 Damage in Awakening), +10% Critical/Backstab Damage (+15% Critical/Backstab Damage in Awakening)

The Sorrows of Arlathan
Type: Longbow
Earned: By completing the “Through the Looking Glass” achievement
Abilities: Damage: 9.6 (Damage: 10.8 in Awakening), Critical Chance: 1.60% (Critical Chance: 1.80% in Awakening), Armor Penetration: 8.8 (Armor Penetration: 11 in Awakening), +3 Damage (+5 Damage in Awakening), Rapid Aim, +6% Ranged Critical Chance (+10% Ranged Critical Chance in Awakening), +3 Armor Penetration (+4 Armor Penetration in Awakening)

Vestments of the Seer
Type: Robes
Earned: By completing the “Witch Hunter” achievement
Abilities: +9 Willpower (+10 Willpower in Awakening), +6 Magic (+7 Magic in Awakening), +10 Armor, +10% Spell Resistance, (+12% Spell Resistance in Awakening)

Feastday Gifts and Pranks

Sometimes it's hard to think of the perfect gift for someone, or maybe you're looking for that funny prank gift that puts people on the floor. In Ferelden, those gifts and pranks come out on Feastday, and this year the Grey Warden is the one shopping for his companions.

Buy Feastday gifts and pranks from Bodahn Feddic in the Party Camp. Each companion has a unique gift and prank, while some gifts and pranks are generic and can be given to anyone. Try the items to see some amusing effects, and if you want to drastically alter a companion's approval, gifts boost approval by 50 points and pranks decrease approval by 50 points.

Feastday Gifts

Alistair Doll



For: Morrigan

Description: This little doll, fashioned from rags and stuck with pins, is eerily reminiscent of Alistair.

Effect: Becomes a voodoo doll for Morrigan to inflict injuries to Alistair if he's present

Amulet of Memories



For: Wynne

Description: The simple patterns along this locket's outer edge are worn smooth, and a dark patina clouds the glass.

Effect: Summons people from Wynne's past for her to enjoy

Beard Flask



For: Oghren

Description: Fashioned from nug stomach, this fascinating dwarven device is like a loose-fitting muzzle that sits beneath the beard and keeps the drinker's alcohol accessible even after he loses feeling in his arms.

Effect: Roaring drunk or not, the booze doesn't seem to slow Oghren down; it just gives him +2 strength.

Fat Lute

 **For:** Leliana

Description: A favorite of traveling bards, the fat-bodied lute is a sturdy instrument with rich tone and a melodious sound.

Effect: Becomes an instrument Leliana can play

Grey Warden Hand Puppet



For: Alistair

Description: This tin-helmeted puppet is painted with the blue-and-gray heraldry of the Grey Wardens.

Effect: Becomes a toy Alistair can play with

King Maric's Shield



SPOILER ALERT!
For: Loghain

Description: Two dogs rampant mark this shield for the house of Theirin. It bears scars from many battles.

Effect: Turns into a heavy shield that Loghain can use with the following features:

Dragonbone (Tier 7)
Fatigue: 6.24%
Defense: 6.00
Missile Deflection: 10.00
+4 Armor
High Morale

Pet Rock



For: Shale

Description: Someone has painted a pair of eyes and a goofy smile on this rock.

Effect: Becomes a pet that Shale can play with

Qunari Prayers for the Dead



For: Sten

Description: The words are in a strange spidery script, but the fine etchings demonstrate a clear respect for the departed.

Effect: Sten can read it and revive any fallen companion.

Rare Antivan Brandy



For: Zevran

Description: Pulling the stopper from the bottle reveals hints of exotic passionfruit. The alcohol content is low by local standards: “Just enough to keep the conversation flowing,” as the Antivans say.

Effect: Gives him +2 dexterity

Stick



For: Dog

Description: This sturdy stick is well-weighted for throwing.

Effect: Companions can throw the stick for Dog to fetch it

Sugar Cake



For: Anyone

Description: Dressed in strawberries and sugar-cream icing, this simple pound cake is a perfect pick-me-up at the end of a long day.

Effect: Boosts approval by 5 points

Thoughtful Gift



For: Anyone

Description: They say it's the thought that counts, and this gift is always sure to please.

Effect: Boosts approval by 10 points

Feastday Pranks

Butterfly Sword

 **For:** Sten

Description: It's unclear whether this gaudy blade is meant as a weapon of war or simply a stage prop.

Effect: It becomes a two-handed greatsword with the following features:

Veridium (Tier 4)

Requires: 26 Strength

Damage: 14.30

Critical Chance: 1.95%

Armor Penetration: 4.35

+1.5 Armor Penetration

+12 Attack

Low Morale

Rainbow Power

Attracts Butterflies

Cat Lady's Hobble-Stick



For: Wynne

Description: This gnarled staff carries odors of cat urine and prune juice.

Effect: The cat Fluffykins can distract enemies during combat.

The Chant of Light, Unabridged



For: Morrigan

Description: A luridly illustrated copy of Chantry teachings, complete with a hundred-page concordance and an overly simplistic collection of daily affirmations about how the Chant can bring light into any life.

Effect: A book Morrigan won't be happy with

Chastity Belt



For: Zevran

Description: This iron girdle looks distinctly uncomfortable. A sturdy lock keeps the loins secure.

Effect: Replaces an equipped belt with a chastity belt that has the following features:

+5 Armor

Messy Kills

-2 Dexterity

Low Morale

To Remove, Use Key

Compleat Geneaology of the Kyngs of Ferelden



For: Alistair

Description: Chapter upon chapter and verse on verse, this dense tome enthusiastically details the countless branches of Ferelden's royal family. The final entry describes King Maric's ascent to the throne.

Effect: A book Alistair won't be happy with

Lump of Charcoal



For: Anyone

Description: A chunk of firewood pulled from the remains of last night's campfire. How sweet!

Effect: Lowers approval by 5 points.

Orlesian Mask



SPOILER ALERT!
For: Loghain

Description: Fashioned of lace and porcelain, this expensive mask is the height of fashion for Orlesian nobility.

Effect: Something Loghain wouldn't be caught dead in

Protective Cone



For: Dog

Description: A pearly white cone of unknown material attached to a dog collar. It looks like it would be uncomfortable to wear.

Effect: Replace an equipped Mabari collar with a cone that has the following features:

-2 Dexterity

+4 Attack

+4 Armor

Low Morale

Rotten Onion



For: Anyone

Description: It is unclear which smells worse—the onion or the rot.

Effect: Lowers approval by 10 points

Scented Soap



For: Oghren

Description: This bar of brightly colored soap smells of elfroot blossoms.

Effect: Can be used by anyone to remove blood spatter

Ugly Boots



For: Leliana

Description: Many insects died to make these iridescent boots. What a waste.

Effect: Becomes a pair of light boots with the following features:

Drakeskin (Tier 7)

Fatigue: 0.57%

Defense: 2.25

+6 Armor

Reduces Hostility

Low Morale

Uncrushable Pigeon



For: Shale

Description: This pigeon coos happily, apparently comfortable in the knowledge that no force could ever crush it.

Effect: Becomes a large crystal with the following features:

Fatigue: 22.0%
Defense: 9.00
+4 Damage
-4 Dexterity
Low Morale

Dragon Age Origins Awakening

PRIMA Official Game Guide

Written by
Mike Searle

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About the Author



Mike Searle remembers playing the simple yet addictive *Missile Command*, and the days of Atari *Adventure*, where your square hero could end up in a hollow dragon stomach. His desire to play computer games into the wee hours of the morning really took hold when his parents made him play outside, instead of on the console, so the first chance he got, he bought a PC to play the *Ultima* series, *Doom*, and countless others. Mike started working with Prima Games in 2002 and has written more than 30 strategy guides, including *Lord of the Rings Online: Shadows of Angmar*, *Jurassic Park: Operation Genesis*, *Dark Messiah: Might and Magic*, *Pirates of the Burning Sea*, and several guides in the Tom Clancy’s *Ghost Recon* and *Splinter Cell* series. He can’t wait for thought technology, so game controls can catch up with his brain and stop all that needless in-game dying. At least, that’s what he keeps telling himself about his FPS kill ratio.

We want to hear from you! E-mail comments and feedback to msearle@primagames.com.

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